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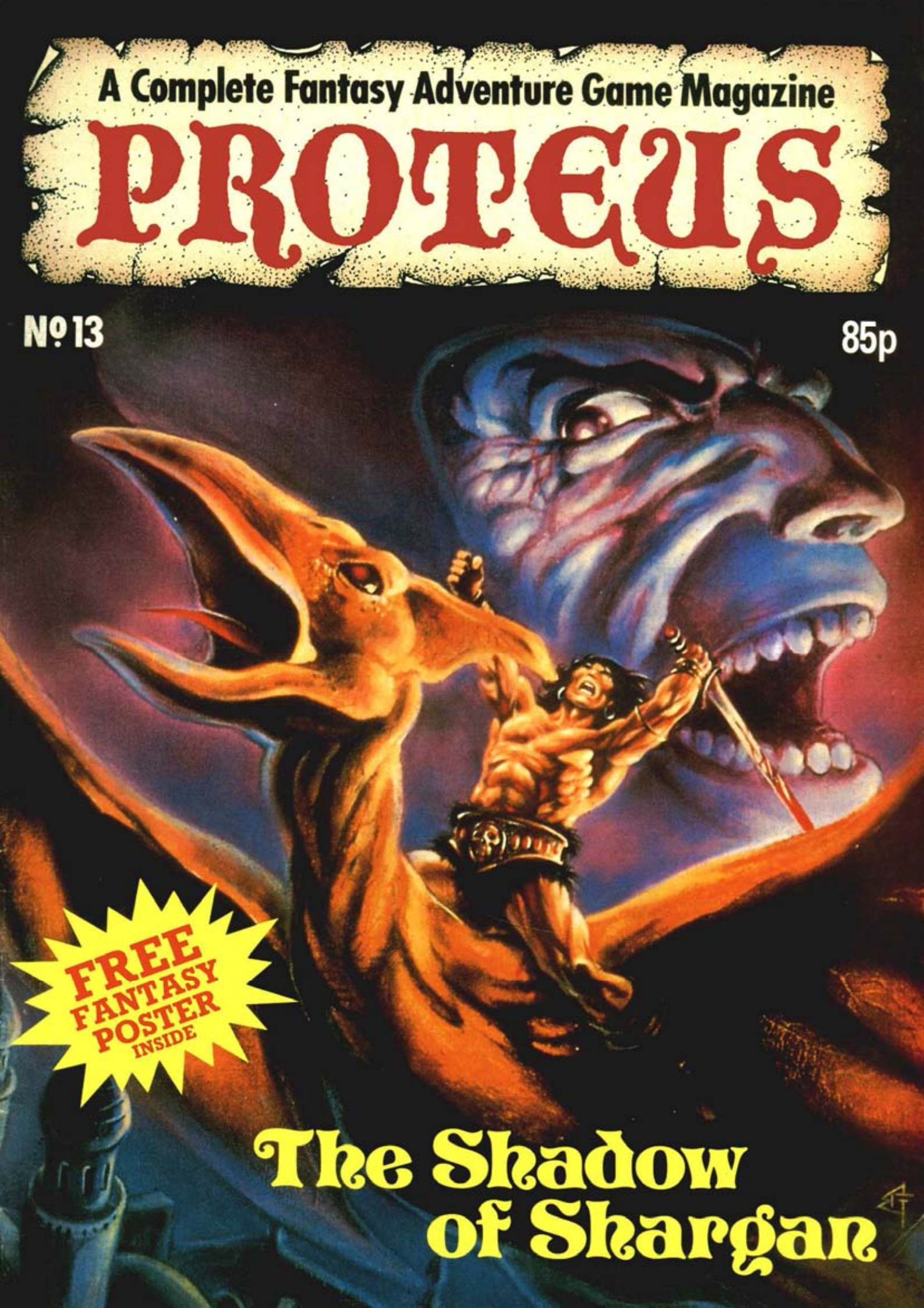

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PROTEUS No. 13

The Shadow of Shargan

by Elizabeth Caldwell

DICE and a pencil are all you need to begin this adventure – then *you* decide which route to take, which dangers to brave.

As you progress in your Quest, you are likely to encounter various traps, or face monsters. You will also get information, or find certain items which will be of help to you in your quest. You should record these in your *quest sheet* as well as keeping an account of how many rations you have left. As you use up rations, remember to cross them off in your *quest sheet*.

It is important that you build up a map of the way. You may not succeed at your first attempt, but each new journey will give you more information – until you are at last successful in your quest.

If you try to read the magazine in numerical order, it will make no sense. You must choose, when you are given the choice, which section to turn to, and which traps, puzzles, or monsters to face. Good luck!

The free poster in Issue 14, on sale September 18th, is by Roger Garland.

In the story in Issue 14, you find yourself in the Flat Lands – a seasonless place in a world of fixed seasons – safe but bored, wealthy yet trapped: a questor in search of a quest.

Ruth Pracy's story will take you beneath the mountains that circle the Flat Lands – and beyond, in your attempt to discover the key that will release you: though what you seek may not be what you think.

You leave your haven with little knowledge of what you are looking for, or where to look. Only your own instinct and judgement will decide your fate.

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Introduction

THIS is a story about a world where science and magic exist hand in hand. Sorcerers work alongside Scientists without conflict. Dragons fly through a blood red sky, while androids and robots populate the world below. You are a new member of the Promethean Guild, a secret organisation whose aim is the elimination of evil. The tasks you had to undertake to prove yourself worthy of entry into the Guild tested your skills and strength to the limit – but it was worth the effort. The way is now open to you for adventure and wealth, and you have the friendship and trust of the other members of this elite body. Before you begin, you must discover how swift, strong and skilful you are.

You will need two dice, a pencil and several sheets of paper: use the pencil and paper to draw a map of your progress. You may not succeed in the first attempt, and the map will be useful in future attempts.

There is a Quest Sheet for you to write down your scores for Dexterity, Strength and Skill, and to keep a note of your rations, secrets learnt and items discovered. You may prefer, before you begin your adventure, to use the printed Quest Sheet simply as a model for the things you will need to take note of, or keep a record of, during your Quest. If you do this, you will obviously need another piece of paper to copy down the headings on the Quest Sheet.

Dexterity, Strength and Skill

Dexterity – Roll one dice. Add 6 to this number, and make a note of it on your Quest Sheet. This indicates your skill and mastery of swordsmanship.

Strength – Roll two dice. Add 12 to this number and make a note of it on your Quest Sheet. This is a measure of your fitness and stamina.

Skill – Roll one dice. Add 6 to this number, and make a note of it on your Quest Sheet. This indicates your ability to pick locks, detect traps etc. From time to time, you may be asked to test your Skill. To do this, roll two dice. If the numbers on both dice add up to the same as or less than your Skill, your alertness and training have acted to your advantage. If, however, the numbers on both dice add up to more than your Skill, you have not been so fortunate. In either case, you will be told to turn to the appropriate section.

Your Dexterity, Strength and Skill ratings will probably change during the course of your adventure. You may lose Strength points in battle, for example, and then restore them by eating a meal. Your characteristics may also be affected by the items you discover in the course of your adventure, and in such situations, you will be told in the text what to do. You must remember, however, that your Strength, Dexterity and Skill scores must not exceed their *Initial* values, as determined by the dice rolls at the start of any one adventure.

Losing and gaining points

In some sections you will be awarded extra points (for example, you may read "Gain three Strength points"). You add these to your current Strength score, but remember, these scores may never exceed their Initial values. When you lose points (for example, "Lose one Dexterity point and two Strength points"), you simply deduct these from your current scores.

Replenishing your Strength

You are allowed to take with you enough rations for six meals: this is for the whole of the task you are about to undertake. Eating a meal restores five Strength points. When you stop for a meal – which you may do at any time, except during a battle – add five points to your current Strength score, and deduct one from the number of meals remaining to you. But remember to use your rations wisely: you have a long and difficult task ahead of you.

Rules for fighting

The weapon that you carry is one unique to your world – a laser-sword. It is capable of firing a deadly laser beam, doing serious damage to any opponent. If the weapon is turned around, by operating a hidden switch a slender blade shoots out from the handle, and it can then be used as a normal sword.

The laser takes time to recharge each time you fire it, and can therefore be used only once per battle. *Unless told otherwise*, the first throw of the dice to calculate your *Fighting Power* is for the laser (see below). If it is greater than your opponent's Fighting Power, you have succeeded in scoring a hit with the laser and so can take six off your opponent's Strength score. For the rest of the battle, however, you must use your weapon as a normal sword while the laser recharges. If you miss with the first attempt, you do not get a second chance at firing the laser.

To resolve a battle:

Each creature you meet will have its own Dexterity and Strength scores, given in the text. Make a note of these.

1. Roll two dice, and add the creature's current Dexterity score. This is its *Fighting Power*.

2. Roll two dice, and add your own current Dexterity score. This is your *Fighting Power*.

3. If your *Fighting Power* is greater than the creature's, you have scored a blow and wounded it. If this is the first round of fighting, and you have fired your laser-sword, subtract six Strength points from its Strength score at that moment. For all subsequent rounds, subtract two Strength points. If the creature's *Fighting Power* is greater than yours, it has wounded you – subtract two points from your current Strength score (unless told otherwise in the text).

The next round of battle is done in just the same way. You repeat steps 1, 2, and 3 above. When either your or the creature's Strength score is reduced to zero, the battle is over. A zero Strength score means death, and you must begin again with new dice rolls for Dexterity, Strength and Skill.

QUEST SHEET

Dexterity

Strength

Skill

Rations

Items Discovered

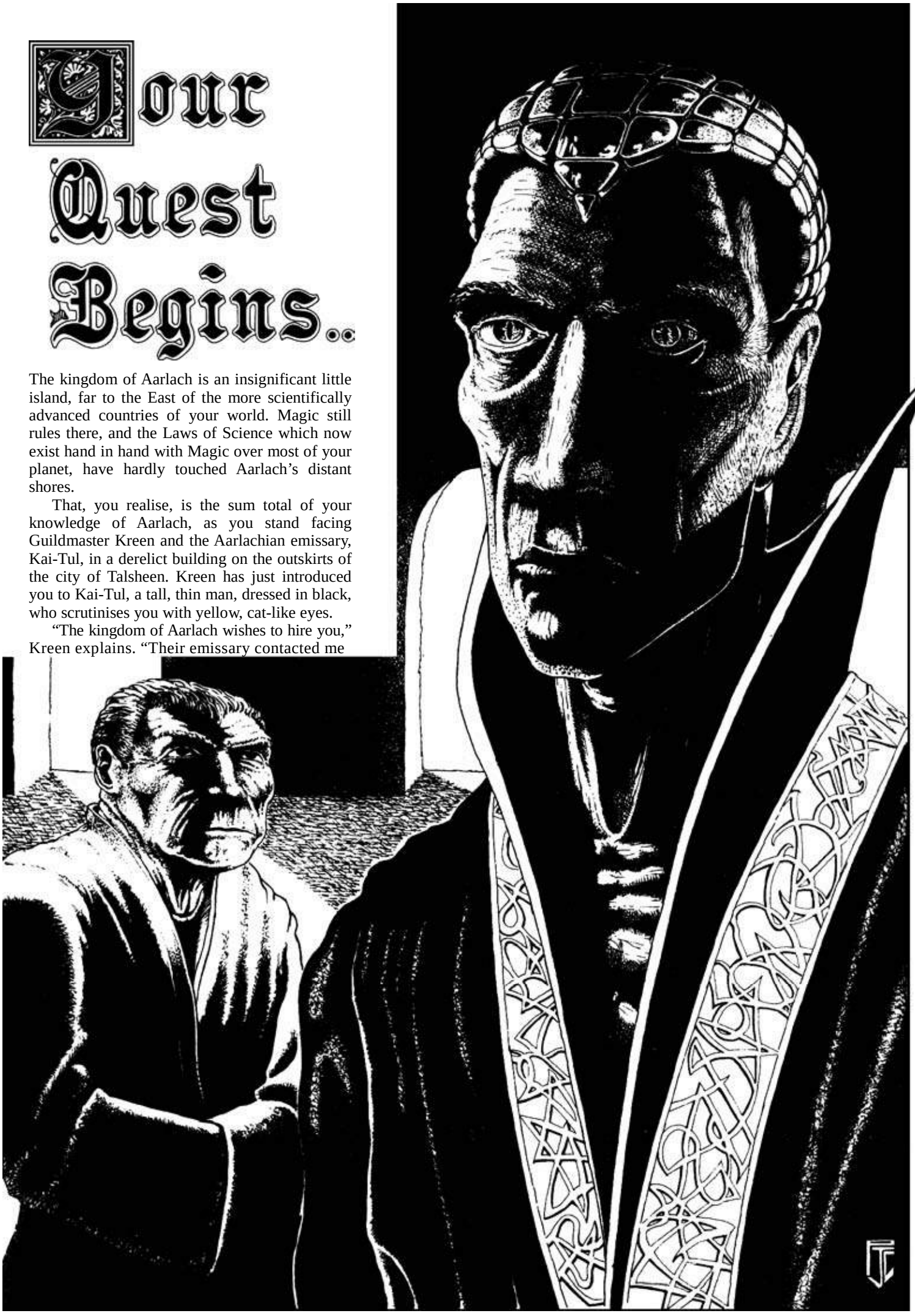
Secrets Learnt

Your Quest Begins..

The kingdom of Aarlach is an insignificant little island, far to the East of the more scientifically advanced countries of your world. Magic still rules there, and the Laws of Science which now exist hand in hand with Magic over most of your planet, have hardly touched Aarlach's distant shores.

That, you realise, is the sum total of your knowledge of Aarlach, as you stand facing Guildmaster Kreen and the Aarlachian emissary, Kai-Tul, in a derelict building on the outskirts of the city of Talsheen. Kreen has just introduced you to Kai-Tul, a tall, thin man, dressed in black, who scrutinises you with yellow, cat-like eyes.

"The kingdom of Aarlach wishes to hire you," Kreen explains. "Their emissary contacted me



this morning and explained the situation to me before you arrived. I feel that you are the most suitable member of our Guild for the task." He turns to Kai-Tul. "Is this Guildmember acceptable to you?"

"The reputation of the Guild foregoes the need for any testing," the dark emissary hisses. "I know of the trials that all who wish to enter the Guild must undertake."

"The King of Aarlach will pay you 50,000 gold pieces if you succeed in this mission," Kreen tells you. "It is the maximum amount he is prepared to offer and it is not sufficient for the hire of one of our more experienced Guild-members. Although you have only recently entered our Guild, you show great promise, and it is my wish that you undertake the task. The Guild will never force you, however, and the choice is yours alone – but you cannot make that choice until you know the situation. Kai-Tul?" The Guildmaster invites the dark man to speak.

"Our land has recently fallen under the shadow of an evil power," the emissary begins. "The Sorcerer Shargan, who it is said is also well versed in the Laws of Science, has harnessed the power of a Fire Elemental, and with it has built himself an underground fortress inside Mount Villpus, a dormant volcano, which last erupted many centuries ago. Mount Villpus is situated at the heart of our island kingdom, and towers above all our lands. We believe that Shargan is using the energies in the heart of the volcano for the building of some terrifying weapon. I have told Guildmaster Kreen here, that such a weapon could mean not only destruction for Aarlach, but I believe for the rest of the world also."

"Of that last point, I am not sure," Kreen butts in. "But whatever the case, it is clear that Shargan and the threat he poses must be eliminated."

"Many of our people have tried," Kai-Tul continues. "All have failed. Our people are not great in number and they are filled with terror of Shargan and none will fight against him. We need someone of great courage, skill and strength to deal with him, a warrior who is familiar with danger and knows how to deal with such power and evil. Are you that person?"

Are you? If so . . .

Now read on....

1

The next morning, you rise early and pack the few things that you will need for your journey. Then you make your way to the inn where you agreed to meet the Aarlachian emissary, only to be told by the innkeeper that Kai-Tul is not here. Something in the innkeeper's expression arouses your suspicion, and in one swift movement, the blade of your laser-sword is at his throat. Swallowing nervously, he finally admits that Kai-Tul was murdered in his sleep, and pleads with you not to tell anyone or it will ruin his business. You leave in disgust and head for the boat which you know Kai-Tul had hired to take you both to Aarlach.

You tell the Captain of the emissary's misfortune, and the man is instantly filled with fear, saying it was demons sent by Shargan that killed Kai-Tul. The Captain himself is a native of Aarlach, and although it is obvious that he too fears Shargan's rage, he still agrees to take you to his country, for it is in you that the hopes of his people lie.

The voyage to Aarlach will take three days, and all proceeds smoothly and without incident until the night of the second day. In the early hours of the morning, you are awakened by an unearthly shrieking from the deck of the ship. You spring from your bunk and grab your laser-sword before racing up onto the deck, to discover six, winged, demon-like creatures attacking the three crew members who were set on watch. As you rush to their aid, one crew member collapses, the life ripped from him by the miniature demon's dagger-like claws! The two demons who were attacking him notice you almost instantly, and race towards you, shrieking wildly. Praying that the remaining two crew members can defend themselves against the other demons, you activate your laser and attack! The second demon hovers, as you battle with the first.

	Dexterity	*Strength*
DEMON:	8	8

If you defeat the first demon, turn to **11**.

2

Lai-Ti is the proud owner of one of the three hover cars which exist on the Island of Aarlach (the other two belong to the King). As the car speeds rapidly out of Isar, the little man chatters away constantly about the glorious deed which you are about to undertake, and how eternally grateful the King is going to be, and how honoured he is to meet an actual member of the Promethean Guild.

After a little while, you stop paying attention to his ceaseless chatter and merely nod and murmur in what you hope are the appropriate places.

Already Mount Villpus dominates the skyline, its black, ridged slopes towering above the rest of the island like a brooding, malignant shadow, ready to blot out the whole land. It is not long before Lai-Ti brings the hover car to a halt at the foot of the volcano, and you get out and turn to thank him, but now he is in no mood for idle talk, and speeds away, anxious to put as much distance as possible between himself and the abode of the Sorcerer.

Will you now start to climb up the mountain to try and discover an entrance to Shargan's underground fortress? If so, turn to **191**. If you would rather search around the bottom of the mountain for a cave entrance at its foot, turn to **141**.

3

The monstrous flying reptile lies in a crumpled heap on the ground, its barbarian rider thrown clear, but apparently unhurt. You face him – now that he is grounded, he seems to you to be less sure of himself, swinging his sword wildly. He is no match for you, a trained Promethean Guildmember, and his swings become almost manic, as you duck, parry, and steadily drive him back.

Deftly sidestepping his next, despairing, sword-thrust, you drive your blade home to the Barbarian's heart. You feel a tinge of sadness, as you sheathe your sword; but the sky lightens again. Looking up, you see that the image – the face, you are sure, of Shargan himself – is fading; now you must continue your search – though first, you feel that you might rest a moment: turn to **106**.

4

You mount your horse, and with the youths jogging on each side of you, leave the port. To the North, Mount Villpus towers above the forests which surround Isar, and you set off down a well-trodden path. Turn to **22**.

5

You close in fierce combat with the Savage, your laser-sword at the ready.

	Dexterity	*Strength*
SAVAGE:	10	16

If you win, turn to **189**.

6

You make your way stealthily through the maze of twisted rock, pausing several times, sure that you have heard distant footsteps or whispering. As you wait in breathless silence on one of these occasions, a yellow eye opens in the deformed stalagmite in front of you. Turn to **13**.

7

You dive to one side, but cannot avoid the fireball completely and it sears across your right arm – lose four Strength points and one Dexterity point. Grimacing against the pain, you draw Your laser-sword and fire at the Serpent. Turn to **14**.

8

As you are about to leave the cave, there is a low rumble like the sound of distant thunder, and the earth trembles slightly under your feet. A few loose pebbles are dislodged from the rocky ceiling, and behind you one of the statues topples over to shatter into pieces on the hard floor. You put out a hand to steady yourself until the shaking stops and then continue down the East tunnel – turn to **171**.

9

Unfortunately, you are not quick enough, and before you can reach the exit, you are buried under a seething river of molten lava! Your adventure ends here.

10

The earth is still trembling alarmingly, and without any warning there is a sudden violent tremor and you slip off the narrow ledge and find yourself falling into the very heart of the volcano itself! Your screams are drowned by the fire's angry roaring, and your adventure ends here.

11

At once, the second demon dives at you – only to be impaled on your blade. As the demons die, their bodies vanish in a cloud of black, foul-smelling smoke, and you turn to see that with the aid of the other crew members, the rest of the demons have been similarly disposed of. The white, fear-filled faces of the Aarlachians tell you that they believe these were demons from Shargan, but nothing is said and you return in silence to your tiny cabin.

The rest of the journey is without incident, but the fear and tension amongst the crew is very strong. On the afternoon of

the third day, however, the boat arrives safely in the Aarlachian port of Isar, and you are met by a fat, balding little man called Lai-Ti, who says he is an official in the Court of the King of Aarlach, come to take you without delay to Mount Villpus.

Will you trust him and go with him? If so, turn to **2**. Or, say that you would prefer to make your own way to Shargan's lair? Turn to **21**.

12

You have gone only a short distance East when the tunnel opens out into a long, low cave, filled with statues of people. You hesitate for a moment, but there is no sign of life, so you venture cautiously forward. Do you wish to examine the statues more closely? If so, turn to **62**. If you would rather hurry across the cave to the exit you see in the East wall, turn to **8**.

13

You draw your laser-sword, uncertain about the nature of the creature you are facing. Then as the monster uncurls, you realise that it is a Gargoyle, a living, hideously carved statue, whose flesh is like stone, making it difficult to wound and almost impossible to kill. Your laser-sword gives you the advantage, however, and praying you do not miss, you fire the laser beam and whirling the weapon around, leap forward with your blade for battle!

	Dexterity	*Strength*
GARGOYLE:	8	12

Because of the stone-like nature of the creature's flesh, your blade does only one point of damage instead of two. If you win, turn to **34**.

14

To your relief, the other serpents do not attack during the battle, and seem content to sit and wait for the outcome.

	Dexterity	*Strength*
ROCK SERPENT:	6	12

If you win, turn to **26**.

15

Suddenly you experience a sharp stabbing pain in your right foot, and, pausing to pull off your boot, you discover to your horror that your foot is covered in coarse, grey hair, and your toenails are long and curving claws!

A quick examination of the left foot reveals that it too is undergoing a similar transformation. Has the time come for drastic action? Since you cannot get the ring off your finger, are you prepared to sever the finger from your hand? If so, turn to **28**. If you cannot bring yourself to do such a thing, you must continue to wear the ring and hope to find a remedy to the curse before it is too late! Turn to **95**.

16

You open the door and go through into a low tunnel which leads West for quite some time, and then turns North, ending abruptly at a metal door. You pause to listen for a moment but there is no sound from beyond the door, so tentatively you reach out and open it – turn to **47**.

17

The door opens and you walk through into a narrow tunnel. Have you any companions? If so, turn to **179**. If not, turn to **198**.

18

Without much hope, you ask Bomful and Doltless if they have any idea what the answer to the puzzle might be, and to your astonishment, Doltless replies that the answer is 17. Turn to **17**.

19

You have no choice but to turn around and go back South. Throw one dice. If you get 1, 2, 3 or 4, turn to **205**. If you get 5 or 6, turn to **215**.

20

To your horror, you lose your balance and fall screaming into the burning lake! Your adventure ends here.

21

You leave Lai-Ti standing open-mouthed on the quay, and begin to wander around the port. You realise that you will probably need some sort of transportation and possibly a

guide to take you to Mount Villpus, and for a moment, you wonder whether perhaps you should have trusted Lai-Ti after all.

The only available form of transport seems to be horses, and if the people of Aarlach have discovered the hover car which other countries of your world use, it is not in evidence in Isar. Eventually you come across a market at the heart of the port, and purchase a sad-looking horse which has definitely seen better days, but is the best of a mangy-looking bunch.

You ask the shifty-eyed man who sold you the horse for directions to Mount Villpus, and he tells you to head North out of Isar, but that most roads are hazardous and beset with wild creatures and thieves. He recommends that you do not travel alone, and offers his sons, two scrawny, wild-haired youths who appear from nowhere, as guides. He says they will take you safely to Mount Villpus for five gold pieces a day each. Will you agree to let his sons lead you to the volcano? If so, turn to **4**. If you do not trust them, turn to **31**.

22

You have travelled for quite some distance and are just beginning to think the horse-seller's fears of danger were unfounded, when there is a savage roar and in front of your path leaps a huge, two-headed lion! Are the horse-seller's sons with you? If so, turn to **121**. If not, turn to **32**.

23

As you place the two correct numbers in the door, it swings open and you walk through into a small cave. The door behind you slams shut, but you can see an open archway in the opposite wall. The floor is littered with half-constructed pieces of scientific equipment – and the moment you begin to examine it, there is the sound of mechanical movement from ahead.

You look up to face one of the strangest beings you have met so far in your quest: a female Android, walking steadily towards you, her dead eyes fixed on you; a live snake hisses, coiled about her arm. Although humanoid, you know that such a creation has the power and strength to tear you limb from limb if you are not quick. Her movements are steady, as she raises her hands, and wings unfold from her back – this Android, you realise, also has the power of flight.

The rapid blast from your laser-sword is too hasty: you have at least disabled her, as the right wing shrivels in the blast, but the Android stops only for a few seconds in her tracks. Then her mechanism clicks back into action, and she advances upon you again. You are far more agile, but whichever way you move, she blocks your path. Gradually, you find yourself being driven back – but you have one last chance: your laser-sword has finally had time to recharge, and if you can score a direct hit this time, you may survive. Roll one dice until you score a one or a six. If you get a one first, turn to **49**. If you throw a six before you get a one, turn to **125**.

24

As you enter the maze of twisted rock, Bomful and Doltless become increasingly edgy, till at last, Doltless tugs at your sleeve.

"Take care," he whispers. "Evil things lurk in caverns such as these." You are about to question him as to the nature of these "evil things", when a yellow eye appears in the deformed stalagmite in front of you, and regards you with an unblinking, mindless stare. Doltless gives a little shriek and retreats to Bomful's side, and the two huddle together, weaponless and afraid. Turn to **13**.

25

If you originally approached this crossroads from the West, turn to **145**. If you approached from the North, turn to **75**.

26

Once the Serpent is destroyed, you fling yourself against the East door. It flies open and you fall through into a narrow tunnel as a fireball narrowly misses your head. You scramble to your feet and run! Turn to **46**.

27

You decide to not risk drinking from the pools and take a few gulps from your canteen instead. Although this refreshes you a little, you dare not drink more, as your supply is limited. The heat is draining you considerably (take one more off your Strength) and you decide to leave quickly – turn to **175**.

28

You adjust your laser-sword so that the beam it fires is a single, slender, intense ray. By using the laser, the wound will be cauterized with the heat. Then, gritting your teeth and calling upon all the discipline and pain-controlling techniques that your Guild has taught you, you activate the laser. Turn to **67**.

29

As you continue West, the temperature increases rapidly and at length the tunnel opens out into a large cave. In the centre of the cave is a huge fire pit of glowing coals, and to your amazement, you see that curled up amongst the coals is a golden serpent. It regards you with a sleepy, red eye, its forked tongue flickering slightly. Wondering how the creature can withstand such temperatures, you venture closer, but come to an abrupt halt as suddenly the serpent speaks!

"No clossser, if you pleassse. Otherwissse I will be forsssed to kill you."

After overcoming your initial astonishment, you manage to ask it why it must kill you.

"Becaussse I am the Guardian of the Fire Sssword which liesss in the the cavern beyond thisss. Ssshargan appointed me to guard it becaussse it isss the only weapon by which he can be killed."

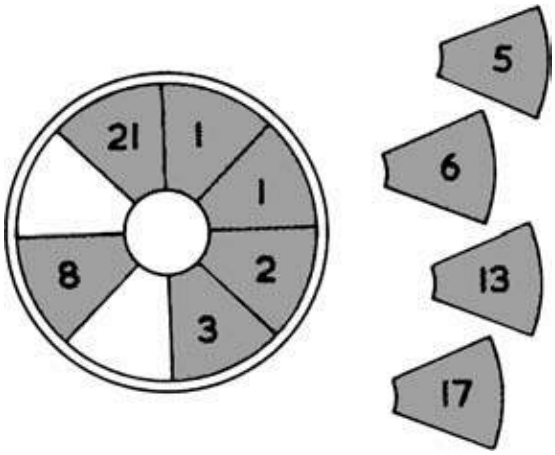
You prick your ears up at this information and decide that now the serpent has foolishly given away the secret of the sword, you must gain the weapon for yourself. In one swift movement, you draw your laser-sword and fire!

	Dexterity	*Strength*
FIRE SERPENT:	10	8

The Fire Serpent's means of attack is by shooting tongues of flame from its maw. These do three points of damage each time they strike you instead of the normal two. Also, since you are at a disadvantage because the fire pit prevents you from approaching the Serpent too closely, you must take two points off your Dexterity score for the duration of this battle. If you win, turn to **69**.

30

You turn West into a narrow tunnel which soon ends at a small, metal door. The door is locked and has no keyhole or handle, but there is a numbered metal disc at its centre. On



the wall beside the door is a metal box, and you open it to discover it contains four little pieces of metal, each bearing a different number. The disc is divided into sections, numbered from 1 to 21, but some o£ the sections are empty. If you place the correct numbers from the box into the disc, the door will open. Add together the two remaining numbers, and turn to that number. If you cannot open the door, you have no alternative but to return to the junction and continue South – turn to **73**.

31

You decline his offer and turn to leave, leading your horse by a worn, leather bridle, but with a quick flick of his wrist, the nearest youth produces a gleaming blade and leaps upon your back! You are unprepared for the attack and the dagger slices through the flesh of your left arm – lose two Strength points. You whirl around and draw your laser-sword, as the youth crouches before you, grinning wildly. His father and brother back away to watch the fight, smirking as if confident of the outcome.

	Dexterity	*Strength*
YOUTH:	7	6

If you win, turn to **40**.

32

You hardly have time to draw your laser-sword before the creature is upon you!

	Dexterity	*Strength*
TWO-HEADED LION:	10	12

If you win, turn to **41**.

33

The hand that bears the ring suddenly starts itching intensely, and you look down to see with a shock that it is now covered in pale, silky fur. You scratch at it a little, and the itching subsides, but the fur remains firmly attached. You try again to tug the ring free, but it will not come off, and so you continue rather uneasily along the tunnel. Turn to **52**.

34

After defeating the Gargoyle, you see that in a small hollow in the cavern floor is the treasure that the creature guarded: a collection of gems worth hundreds of gold pieces. If you have any companions with you, it is up to you whether you share the treasure or keep it all for yourself.

You then leave the cavern without further incident. If you were going North, turn to **53**. If you were going South, turn to **93**.

35

The tunnel leads North for quite some time and then turns East, ending abruptly at a metal door. The door bears no lock or handle of any kind, and since you can find no way of opening it, you return South to the junction and continue West. Turn to **60**.

36

As you reach out to touch the door, the nearest Serpent seems to throb slightly, and then suddenly spits out a ball of fire! Throw two dice. If the numbers on both dice add up to the same as or less than your Dexterity score, turn to **194**. If they add up to more than your Dexterity, turn to **7**.

37

As you bend down to drink, the pool begins to bubble vigorously, and suddenly erupts into a geyser, showering you with warm water. It is most refreshing, and the water has healing properties which restore four Strength points. If you are wearing a small, red-gold ring, turn to **76**. If you are not, turn to **214**.

38

Throw the dice and move ahead that number. If you land on stone number 8 or 10 – turn to **77**. Otherwise, turn to **195**.

39

Will you go:

North?	Turn to	**158**
East?	Turn to	**187**
West?	Turn to	**50**

40

After they have seen how you have disposed of their kinsman, the horse-seller and his son back away, and you leave Isar without further incident. To the North, Mount Villpus towers above the forests which surround the port, and you urge your horse down the well-trodden path. Turn to **22**.

41

You have not gone far, and have hardly had a chance to recover from the lion's attack, when you become aware of a steady, rhythmic thumping from behind you. You turn rapidly to see a massive Savage lumbering steadily towards you, each giant footstep shaking the ground. He drags a heavy, studded metal ball on a chain easily beside him, and as he approaches, he opens his mouth with a gurgle of delight, swinging the deadly weapon at your head. You instinctively duck away, and back off – but you can see you are going to have to deal with this threat. If you are travelling alone, turn to **5**. If the horse-seller's sons are with you, turn to **81**.

42

As you speak the number, the safe door clicks, and swings silently open. You gasp in delight when your eyes fall upon its contents, as it holds a golden belt, studded with precious, many-coloured jewels, which sparkle in the dim light. You take it out carefully and cannot resist trying it around your waist. As soon as it is fastened, a most peculiar thing occurs: the wearisome heat and the choking gases that burn your throat seem to vanish completely and you notice that your body is now bathed in the coloured light shed by the jewels in the belt. Hesitantly, you unfasten the belt and instantly the light dies down and the blast of heat which assaults you is like a furnace. You quickly fasten it again, delighted by the protection it provides, and leave the cave with new hope in your heart. Turn to **19**.

43

You have not gone far West when you come across another tunnel off to the South. Will you go South? Turn to **63**; or continue West? Turn to **54**.

44

You cannot see how the book might be of any use to you, but – just in case – you place it in your backpack. Turn to **124**.

45

Quite soon you come across a new tunnel off to the West. Will you continue South along this tunnel? Turn to **65**; or take the new way West? Turn to **85**.

46

The tunnel leads East for quite some distance and then turns South. As you round the corner, you are struck by a fierce blast of heat and, to your horror, you are confronted by a creeping lava flow which completely blocks the tunnel ahead. You have no alternative but to turn and run quickly back to the cave of the rock serpents. Turn to **86**.

47

The room you enter is packed with electronic machinery and scientific equipment. The walls are lined with row upon row of dials and complex instrument panels. Everywhere, thick cables coil like snakes, linking one machine to another, creating a tangled maze through which you carefully begin to tread. At the heart of all this equipment is a very large metal cylinder, and, as you try to find a way into it, to discover what it conceals, you once again hear an angry, rumbling noise; and the whole room begins to shake. The needles on the dials begin to swing, and flashing lights are all around you.

From somewhere close by, an alarm hooter sounds, and you desperately seek somewhere to hide: you have obviously attracted attention, and it cannot be long before you are found.

Then you notice the outline of a doorway in the huge metal cylinder, and your frantic probing of its surface finally reveals an entrance. You push open the hidden doorway, and swiftly slip through. Turn to **58**.

48

Bomful and Doltless have become very agitated since you turned North, and when the ground gives an especially violent tremor, they utter shrieks of terror, and race away, stumbling, back South, to disappear round the corner. You decide against following them, as they do not seem to have been much help so far, and turn your attention back to the crossroads. Turn to **39**.

49

Your laser-sword scores a direct hit, and the Android slowly crumples in a sparking, smoking pile of twisted metal and plastic. Turn to **183**.

50

As you set off down the tunnel West, the shaking stops, but the low rumble still echoes faintly in the distance. The tunnel turns North, and after some distance, comes to a dead-end, which you examine carefully for secret switches or levers. Throw two dice: if the numbers on both dice add up to the same as, or less than your Skill score, turn to **120**. If they add up to more than your Skill score, turn to **19**.

51

Gasping for breath after your fierce battle, you round in fury on the two youths with your blade. They could, you feel, have assisted you, rather than stand back to watch the contest with the Savage. But, to your amazement, one of them draws a throwing-knife from his sleeve – if he hoped to catch you off-guard, he was mistaken: as a Promethean Guildmember, you are trained to deal easily with such situations, and as the knife hurtles towards you, you deflect it with a sweep of your arm, and two cuts from your sword dispose of him. But the second has now pulled a long-bladed dagger from his boot, and faces you. You close with him in deadly earnest, as you dodge his first stab.

	Dexterity	*Strength*
YOUTH:	7	6

If you win, turn to **210**.

52

As you make your way through this gallery of Nature's sculptures, you hear another distant rumble, but this time the ground does not tremble. As the sound dies away, another replaces it, an eerie, hissing rattle which echoes around the cave and freezes you in your tracks. It is accompanied by the sound of many claws scraping on rock and from a delicate

tracery of white, web-like stalagmites, come two huge, pale spiders, with giant transparent shells upon their backs. They each have a pair of huge pincers, making them appear more like monstrous crabs, and eight legs, each ending in a curved, white claw. They move rapidly towards you and you raise your laser-sword to defend yourself! Fight them one at a time.

	Dexterity	*Strength*
SPIDER CRAB 1:	7	6
SPIDER CRAB 2:	8	6

If you win, turn to **169**.

53

You leave the cavern through a narrow North-heading tunnel which soon ends at a T-junction. You see that the way East leads you back to the crossroads which you came across earlier, so you take the tunnel West – turn to **54**.

54

You head West until you come across a tunnel off to the North. Will you keep going West? Turn to **60**. Or go North along the new tunnel? Turn to **35**.

55

With supreme self-control, you restrain yourself from drinking until you have examined the pools a little closer. They are identical in size and appearance, except that the one on the left appears to be bubbling slightly – though not with the heat – as when you tentatively dip your hand into the water it is only slightly warm.

Will you drink from:

The right-hand pool?	Turn to	**193**
The left-hand pool?	Turn to	**37**
None of the pools?	Turn to	**27**

56

The tunnel heads South for just a short distance, turns to the East and then to the South again. At length it opens out into a huge cavern. Are you wearing a small, red-gold ring? If so, turn to **15**. If you are not, turn to **95**.

57

For one panic-stricken moment, it appears that the belt is failing you, as you breathe in a lungful of choking gases. Lose two Strength points. When you have recovered, you gingerly move forward again. Turn to **38**.

58

Within the protective circle of the metal screen you find yourself on a narrow ledge around the edge of a huge hole. Throw two dice. If the numbers on both dice add up to the same as or less than your Dexterity score, turn to **149**. If they add up to more than your Dexterity score, turn to **10**.

59

Throw two dice. If the numbers on both dice add up to the same as or less than your Skill, turn to **203**. If they add up to more than your Skill, turn to **114**.

60

You head West for a short distance and then the tunnel turns North. As you round the corner, you are hit by a sudden blast of hot air and the shock causes you to gasp and then choke as sulphurous gases in the hot, dry air catch in your throat.

As you venture cautiously North, the walls of the tunnel give out a fierce heat. You hear a low, growling rumble from somewhere ahead of you and the earth begins to tremble slightly; but abruptly you arrive at a crossroads. If you have any companions with you, turn to **48**. If you are alone, turn to **39**.

61

The water in the pool glints and sparkles as you dip your cupped hands and drink, and you at once experience a great sense of well-being. Gain three Strength points, and turn to **111**.

62

You walk up to the nearest statue, which is of a young man. It is incredibly life-like, and the youthful features are twisted into an expression of terror. Then with a sudden shock, you realise that these are not statues, but real people petrified into stone by some volcanic eruption. Their horror when the disaster struck remains frozen eternally upon their faces.

But why have these grisly monuments been placed together in this cave – and by whom? Or will the whole complex be full of such relics? You shudder in spite of yourself, and at that moment there is a low rumble, like distant thunder, and the ground trembles slightly under your feet.

Suddenly, the “statue” nearest to you topples over and shatters into many pieces on the floor, and you notice something glitter amongst the rubble. You stand motionless until the shaking subsides and then bend down to discover a small, red-gold ring amongst the broken pieces. Do you wish to take the ring? If so, turn to **101**. If not, turn to **171**.

63

You go South down a narrow tunnel that soon opens out into a large cavern filled with weird rock formations. Turn to **6**.

64

You have successfully struck the Golem between its eyes with your laser and at once it becomes stiff and silent like a true statue. Then to your astonishment, the stone door swings slowly open, and hardly able to believe your good fortune, you venture cautiously through into a low tunnel. The door closes behind you. Turn to **56**.

1, 4, 9, 16, 25, □

1, 3, 5, 7, 11, □

1, 3, 6, 10, 15, □

65

At length the tunnel opens out into a huge cavern. The air here is quite cool and you take a few deep breaths before examining your surroundings more closely. Powerful though your torch is, it fails to light up much of this gigantic cavern, and the far South wall is lost in blackness. You venture cautiously Southwards and suddenly your torch beam lights up a monstrous statue. It is of a giant man, crudely carved from grey stone. He stands against the South wall, and between his huge feet is a stone door.

As you begin to walk towards it, you hear a low rumble and then the grinding of stone against stone, and the statue's eyelids slowly raise to reveal two burning red eyes. They frown down at you, and you freeze in your tracks as the monstrous maw slowly opens and its deep voice booms forth like thunder:

"Stranger, be warned! I am the Golem of the Stone Door, commanded to crush all those who would pass through unless they solve the puzzle of the door. Carved upon its surface are three sets of five figures. In each case, you must decide what the sixth number in each sequence is." Add together your three answers and turn to that number. If you cannot solve the puzzle, turn to **223**.

66

Abruptly your left hand begins to itch, and hardly daring to look, you discover that it is now coated in fine, long hair, and the nails are taking on a distinctive yellow hue. Panic surges through you, but you force it down and take several deep breaths. Turn to **95**.

67

Lose six Strength points. You wake from unconsciousness to find to your intense relief that your hands and feet have been restored to normal. Beside you on the rocky floor lies your finger, long and hairy with a curving claw instead of a nail, the ring still tightly around it. You shudder and kick the grisly thing aside. Your hand still aches painfully, but it is nothing you cannot cope with, and you walk out into the cavern at the end of the tunnel. Turn to **95**.

68

You safely reach the Southern shore and walk over to investigate a tunnel which leads out of the cavern. It leads you South for a short distance and then turns West. Are you wearing a small, red-gold ring? If so, turn to **219**. If not, turn to **109**.

69

At length, burned and exhausted, you succeed in defeating the serpent and make your way carefully around the fire pit to the exit in the West wall of the cave. You enter a narrow tunnel that soon turns South and opens out into another, smaller cave. Most of the floor of the cave is taken up by a bubbling pool of molten lava, and hanging from the South wall on the far side of the pool is a long, slender sword, whose blade glows like a tongue of flame.

As you stand wondering how you can reach the sword, you notice that loops of iron have been set into the roof of the cave across the pool. It seems you have little alternative, so you jump up and easily catch hold of the first loop. Your

flesh burns as you touch it, as it is very hot because of the heat from the pool. You grit your teeth against the pain and reach out for the next loop. There are six loops across the pool. Throw one dice six times, once for each loop. The moment you throw a 6, turn to **138**. If you reach the far side without throwing a 6, turn to **177**.

70

As you speak the number, the stone door slowly opens, and keeping a wary eye on the Golem, you walk quickly through into the passage beyond. The door grinds closed behind you and you venture cautiously South along the tunnel. Turn to **56**.

71

You dive to one side but cannot avoid the fireball completely. Throw one dice and lose that many Strength points. If you are still alive, you hurry South into the tunnel – turn to **45**.

72

Throw the dice again: if you throw 1, 3, or 5, turn to **216**. If you throw 2, 4, or 6, turn to **188**.

73

As you continue South, the tunnel widens and you begin to notice strange rock formations against the walls to either side. There are stalagmites and stalactites of all shapes and sizes, some like fine, white spider's webs, others joined together to form tall columns from floor to ceiling, or strange, twisted shapes like deformed creatures, crouching or hanging in the blackness. A glowing, milky substance veins the walls, bathing the cave in a weird glow like moonlight. Are you wearing a small, red-gold ring? If so, turn to **33**. If not, turn to **52**.

74

Once the West door is closed behind you, you pause to examine the book. To your dismay, you find that most of it is incomprehensible scientific jargon, but one section in particular catches your eye. It has obviously been written by Shargan, recording his attempts at "instilling the curse of lycanthropy into a particular object." The object he was working on was a small, red-gold ring. Are you wearing a small, red-gold ring? If so, turn to **154**. If you are not, turn to **44**.

75

Will you now go:

South?	Turn to	**83**
West?	Turn to	**43**

76

The magic water has also nullified the lycanthropy curse on the ring and to your intense relief your hand returns to normal. You quickly remove the ring and cast it aside – turn to **214**.

77

Suddenly the lake directly before you erupts into a huge tongue of fire. The belt cannot protect you completely from such fierce, direct heat – lose two Strength points. Also you are showered with burning lava, most of which is deflected by the jewel's aura that surrounds you, but some manages to get through and burns your clothing and flesh – lose two more Strength points. Turn to **195**.

78

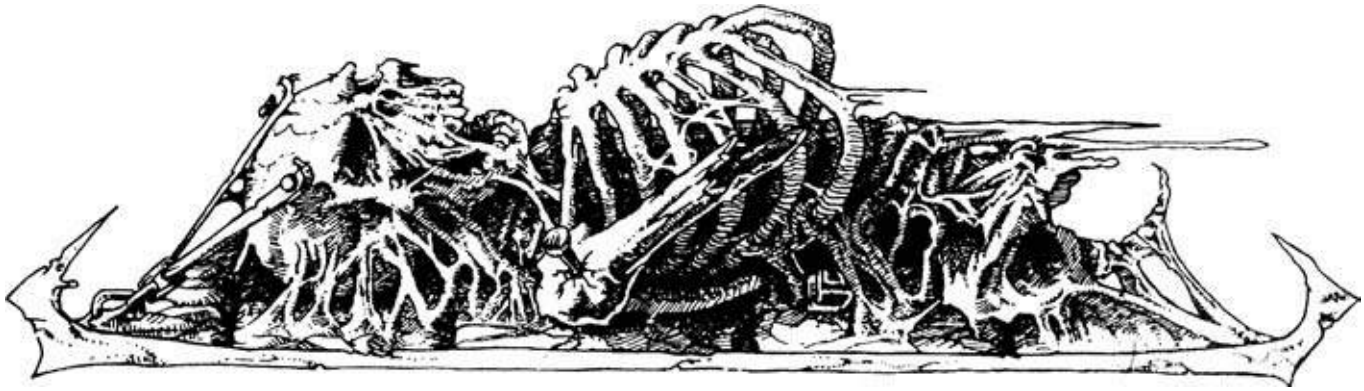
Throw two dice. If the numbers on both dice add up to the same as, or less than your Skill score, turn to **186**. If they add up to more than your Skill, turn to **115**.

79

As you try to escape, a sudden avalanche of rock falls from directly above you and you are crushed beneath it. Your adventure ends here.

80

You enter a dark cave, empty except for a single brazier burning with a deep red flame in the centre of the floor. As you approach, the flame flares up, becoming more golden



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and then you gasp in astonishment as within its flickering depths you see a humanoid face!

"Well, what is it you want now?" the face snaps, and then peering at you more closely it continues, "Oh, it's not him after all. Who the blazes are you, then, and what do you want?"

With a sudden shock you realise that this is the Fire elemental which Shargan has captured and forced to control the volcano. You feel you can use this confrontation to your advantage, as you have heard that such supernatural creatures resent very much being summoned and held captive.

"Perhaps it is more of a case of what do you want," you begin tentatively.

"Huh!" the creature huts, "all I want is to get my hands on Shargan . . . figuratively speaking, of course, as we Fire Elementals don't have hands, but I'm sure you get my meaning."

You do indeed. "Perhaps I could do a deal with you," you suggest, surprised at your own boldness in bargaining with such a powerful entity, and you explain that you too want to dispose of Shargan.

"Well you won't find that easy," the creature tells you. "There's only one weapon in existence that can harm him, and even if you have it, he's a mighty tough customer." It pauses for a moment, apparently deep in thought.

"However," it continues at length, a slightly sneaky tone creeping into its voice, "if you would be so good as to release me, I would take the greatest of pleasure in dealing with Shargan for you, *and* allow you time to escape before I let this volcano blow its top. It's been dying to for ages, you know."

Out of curiosity, you ask how you can release the Elemental, and it tells you that the spell which holds it is contained in a large, black jewel about the size of an egg. To break the spell, the jewel must be smashed. Do you have such a jewel? If you do, turn to **218**. If you do not, turn to **97**.

81

At this Savage's appearance, the youths' grimy faces twist into evil grins, and they back off to watch the outcome of this battle. You draw your laser-sword, and aim it at the Savage.

	Dexterity	*Strength*
SAVAGE:	10	16

If you win, turn to **51**.

82

You make your way South for a short distance until you come across another tunnel off to the West. Will you continue South? Turn to **73**. Or take the new way West? Turn to **30**.

83

You head South through a long cavern of stalactites and stalagmites, keeping alert for any signs of life. A couple of times you think you hear whispering voices, but when you pause to listen, holding your breath, there is no sound at all apart from the occasional echoing drip of water. At length, the rock formations come to an end and the tunnel turns to the West. Just before the corner, however, are two small stalagmites, curiously fashioned so they appear to be like two little dwarfs. Will you examine them more closely? Turn to **143**. Or continue around the corner? Turn to **201**.

84

As you deliver the final death stroke, the figure vanishes as if it had never existed and you discover that the card bearing its picture has disappeared also. Deciding not to trust the other cards in the pack, you discard the cold black box and continue down the tunnel. Turn to **124**.

85

You head West for quite some time, and at length the passage opens out into a small cave. Turn to **150**.

86

The creatures are not prepared for your unexpected return, and you have almost reached the Southern doorway before the first fireball is fired. Throw two dice. If the numbers on both dice add up to the same as or less than your Dexterity, turn to **199**. If they add up to more than your Dexterity, turn to **71**.

87

Suddenly a huge tongue of flame shoots up out of the lake, completely enveloping you. The belt cannot protect you from such fierce, direct heat, and the burning pain causes you to falter and fall short of the Southern shore of the lake. You fall screaming into its fiery depths and your adventure ends here.

88

You raise the jewel above your head and smash it down onto the rocky floor, where it shatters with a burst of red fire into a million tiny fragments. At once, the flame on the brazier flares up into an explosion of golden light and you hear a wild shrieking, accompanied by the words: "Free! Free at last! Hurry, young human. You have ten minutes before the volcano erupts."

Wasting no time, you leave the cave and hear a horrific screaming coming from behind the right-hand door – the Fire Elemental has found Shargan! For a fleeting moment, you almost feel pity for the Sorcerer-Scientist, but then hurry away down the tunnel. Throw one dice ten times and add the numbers you throw together. If your total is over 30, turn to **9**. If it is 30 or under, turn to **225**.

89

You leave through a tunnel entrance in the East wall and after following the passage East for quite some time, you arrive at a T-junction. You decide against going North as you do not wish to head back into areas you have already explored, so you turn South. Turn to **65**.

90

On each side of the door are three little piles of rocks which seem to be glowing slightly with inner heat. There are two openings leading out of the cave in the North and South walls, and not wishing to go back North, you decide on the Southern exit. You have almost reached the opening, when the nearest of the six piles of rock suddenly glows more intensely with a fierce red heat, and then to your amazement, begins to move, uncoiling itself to reveal that it is not just a mound of stones, but a long serpent whose rough-textured scales provide perfect camouflage. Then it seems to throb slightly and suddenly spits out a ball of fire!

Throw two dice. If the numbers on both sides add up to the same as or less than your Dexterity, turn to **199**. If they add up to more than your Dexterity, turn to **71**.

91

To your relief, the quaking gradually stops, and the distant rumble dies away. As you get to your feet, you are suddenly aware of the fact that something wet and warm is seeping through your clothing where you fell against the domed rock, and look down in horror to see that you are coated in blood. Your gaze turns to the nearby rock, which now bears a long red gash in its smooth surface, as if its skin has been split open. Slightly nauseated, you try to wipe the blood (if that is indeed what it is) from your clothing, and continue on your way. Turn to **59**.

92

You head East for quite some time and eventually the tunnel ends at a large, metal door. It is locked and you see there is a keyhole beneath a large, iron handle. Will you try to pick the lock? If so, turn to **153**. If you decide not to, you return to the crossroads – turn to **25**.

93

You leave the cavern and enter a South-heading tunnel which soon ends at a T-junction. As you peer down the passage to the East, you see that it soon turns back to the North, and as you do not wish to return to areas you have already explored, you take the way West – turn to **224**.

94

"Oh, good!" he exclaims. "I'm so pleased you decided to accept my little challenge." He holds up the first brooch which is set with four large diamonds and eight small rubies. "I paid 176 gold pieces for this," he tells you, "but if I were to sell it to you, I would charge 208 gold pieces." The second brooch is set with fifteen sparkling diamonds for which he paid 300 gold pieces, but would sell for 330. The third bears eighteen deep red rubies and the large, ugly man admits he paid 216 gold pieces for this. "But I'd easily get 270 if I sold it myself," he declares. The final brooch is set with three diamonds and twelve rubies. "I would sell this for 246 gold pieces," he continues, "but if you can tell me what I originally paid for it, you may have it, plus one other of your choice."

If you know how much he paid, turn to that number. If you do not know, turn to **139**.

95

The cavern is gigantic and almost totally filled by a huge, seething lake of lava which gives off sulphurous gases. Are you wearing a golden jewelled belt? If so, turn to **165**. If not, turn to **135**.

96

It is only a very short distance from the far side of the island to the Southern shore of the lake and you reckon you can easily jump across. Making sure that your backpack is secure, you take a few steps backwards and then run up and leap out over the lake. Throw one dice. If you get 1 or 6 – turn to **87**. If you get 2, 3, 4 or 5 – turn to **68**.

97

You have no choice but to leave through the door you entered by, with the Fire Elemental's curses ringing in your ears. Once outside, you decide to try the right-hand door. Turn to **178**.

98

Drawing your laser-sword, you cautiously round the chair, to come at last face-to-face with Shargan.

He sits easily in his chair, a book open on his knee, dressed in a black one-piece suit, belted in gold; and from the golden belt hangs a deadly-looking laser pistol. The muscled face, bloodshot eyes and sharp teeth are the real version of the holographic image in the sky, when you fought the Pterodactyl and its rider at the beginning of your mission. By his side, a tall thin woman stands, an axe slung easily over her shoulder. She grins nastily at you, but does not move. Turn to **100**.

99

As you proceed, the temperature increases and you begin to feel weak and drained by the heat – lose one Strength point. Then suddenly there is a brilliant flare of light and blast of heat, and a curtain of fire drops across the tunnel ahead of you. After a few seconds, it vanishes as abruptly as it appeared and then as you begin to edge forward again, it suddenly drops from the ceiling once more. If you wish to continue this way, you must time it so that you run forward before the dripping lava reappears.

If you wish to attempt this, turn to **156**. If you decide not to risk it, you return to where the tunnel led off to the North and go that way – turn to **146**.

100

In one swift movement, Shargan is on his feet with the laser pistol in his hand. You fire your laser-sword, but to your amazement he merely laughs as the beam vanishes into his body without injuring him in the slightest. There is only one weapon in existence which can wound Shargan and since you do not possess it, you have no hope of defeating him. Before you can even think of running, Shargan fires his laser at your heart. Your adventure ends here.

101

Will you put the ring into your backpack in order to sell it later for profit? Turn to **171**. Or will you keep it to wear it? Turn to **142**.

102

You have taken just a few steps into the cave, when the door slams shut behind you! You can hear a click as the lock is turned and you are sure that you can hear muffled laughter from the other side of the door. The heat inside the cavern is almost unbearable, and sweating profusely, you return to the door to discover that it has been locked.

At that moment, the pool behind you begins to bubble frantically and you turn around just in time to see a monstrous shape erupt from its fiery depths, splashing lava in all directions. Throw one dice. That is the number of splashes of lava that fall upon you and you must take that number off your Strength. If you are still alive, you find yourself facing the lava monster! It towers above you like a demon from the fiery pits of hell, regarding you with glowing red eyes. Its black flesh, veined with red gashes, seems to crawl over its body, as if it is covered in creeping molten lava, and it reaches for you with powerful, clawed limbs.

	Dexterity	*Strength*
LAVA MONSTER:	10	16

If you win, turn to **182**.

103

Once the West Door is closed behind you, you pause to examine the horn. It is very beautiful and certainly worth many gold pieces. Will you blow it to hear how it sounds? Turn to **113**. Or keep it in your backpack? Turn to **124**.

104

The card is icy cold to the touch and bears a picture of a hooded figure in a black cloak, holding a mighty scythe. No sooner than you have looked upon it, when there is a deafening thunderclap and flash of brilliant light, and there before you stands the figure upon the card! He speaks no words, but raises the scythe and sweeps it through the air, narrowly missing your ear. You quickly raise your laser-sword and attack.

	Dexterity	*Strength*
MINION OF DEATH:	8	10

If you win, turn to **84**.

105

Quite soon you come upon a new tunnel off to the South. Will you continue East? Turn to **174**. Or take the new way South? Turn to **63**.

106

After the battle, you make your way to a nearby outcrop of rock to sit down and get your breath back. Then to your amazement, you discover a tiny cave entrance and waste no time in crawling through into the darkness beyond – turn to **170**.

107

You race forward when the curtain dies down, but this time you are not quick enough and the curtain descends upon you, enveloping you with molten rock and fire! Your adventure ends here.

108

As you step onto the stepping stone, it begins to sink rapidly into the lake of fire, and panicking, you attempt to jump onto the island. Throw two dice. If the numbers on both dice add up to the same as, or less than your Dexterity score, turn to **166**. If they add up to more than your Dexterity, turn to **20**.

109

Quite soon you come to another tunnel off to the South again. Will you continue West? Turn to **217**. Or take the new way South? Turn to **196**.

110

As soon as you speak the magic number, a remarkable transformation takes place. The two stalagmites fill with colour and life to become two red-faced, bushy-bearded dwarfs in brightly coloured clothing, looking as if they have stepped straight from the pages of a fairy tale book.

With much grumbling and complaining about stiffness and aches and pains, they stretch their limbs and stomp their feet to get their circulation going again, and then suddenly become aware of your presence.

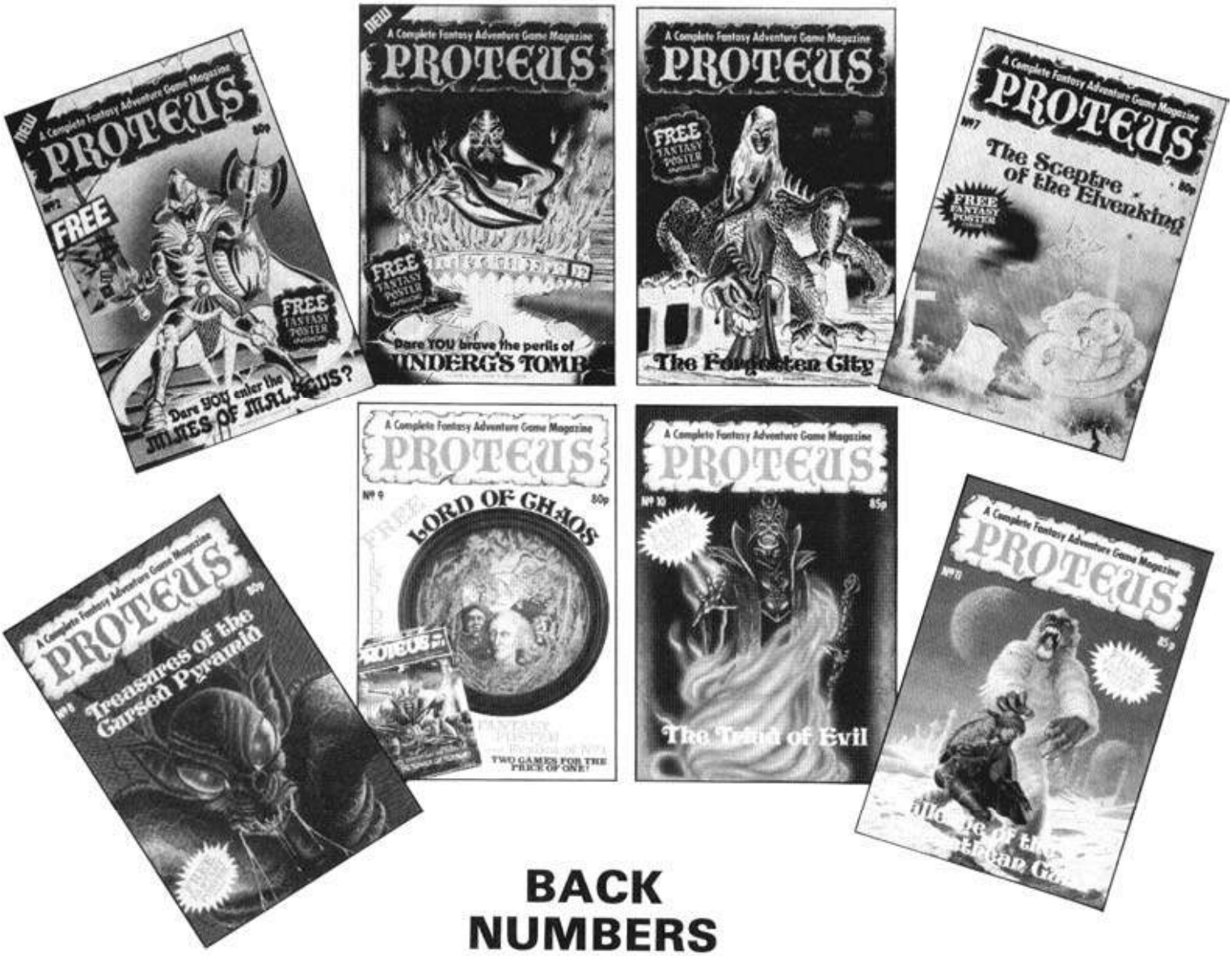
"Are you the one who's released us?" one of them asks, and when you reply that you are, they are full of praises and gratitude, swearing eternal allegiance and vowing to follow and serve you to the very gates of hell (which, they confide in you, is the heart of this volcano).

You are a little unsure as to whether you are quite ready to take on any eternal and devoted servants, but they are so grateful, you haven't the heart to turn them away. They tell you that they had angered Shargan one day by forgetting to lock the door to the cave of the Lava Monster, and the creature had escaped, causing untold damage and chaos before it was finally captured and re-imprisoned. That was nothing, however, compared to what would happen if the Fire Elemental which Shargan uses to control the volcano was set free. It is the Fire Elemental that keeps this underground fortress from flooding with lava, and if the creature released its control, the volcano would probably erupt, but how forcefully they do not know. They also do not know the nature of the weapon which Shargan is supposed to be building.

You agree to let them accompany you for the moment at least, and the three of you set off around the corner West – turn to **201**.

111

You continue along the trail towards the mountain and at length arrive without further incident at the bottom of its black ridged slopes. Will you now start to climb the mountain to try to discover an entrance to Shargan's underground fortress? Turn to **191**. Or will you search around the bottom of the mountain for a cave entrance at its foot? Turn to **141**.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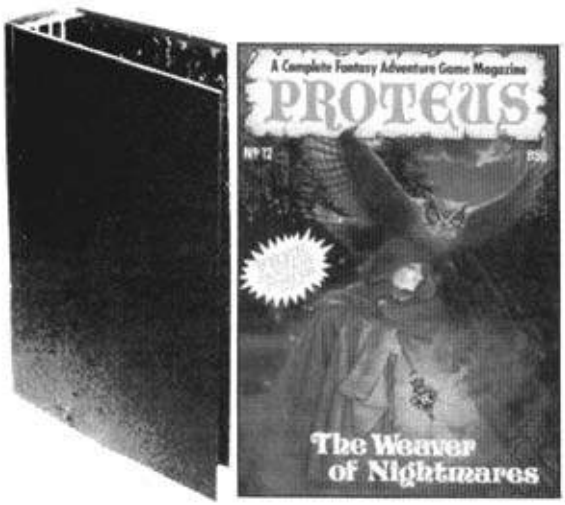

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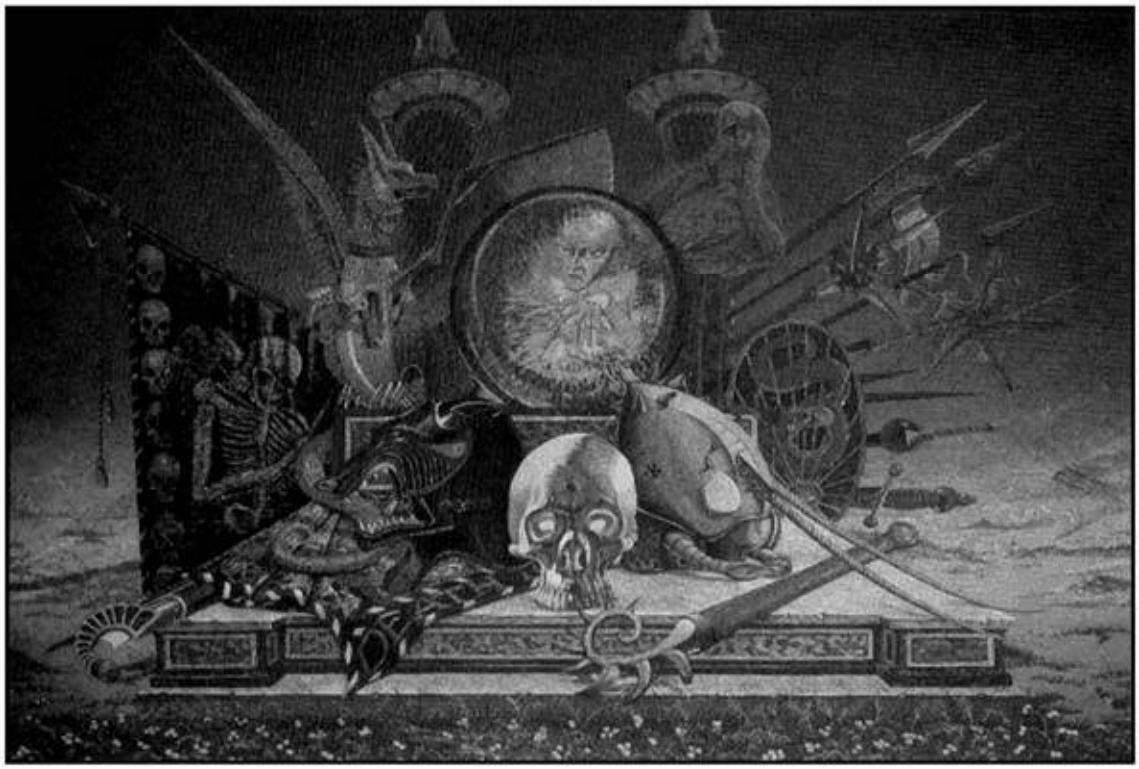

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112

As you take the key, your fingers brush against the stone-like hand and instantly it snaps closed, holding you in a vice-like grip. You try in vain to prise the hand open and pull free, and sudden panic rises within you as you see that where the falling water touches your flesh, your skin seems to wither, becoming dead and white. Gradually your limbs stiffen and all feeling seeps from your body as the water continues to fall upon you. Your adventure ends here.

113

You put the horn to your lips and give a short, gentle blow, but the sound that issues forth from it is horrifyingly loud – much louder than you could ever have produced from your lungs alone. The horn is enchanted, producing a sound of such intensity that it causes the earth to quake around you. The ground trembles and you stumble off balance against the wall, the sound of the horn still ringing painfully in your ears. All at once, chunks of rock begin to fall from the roof of the tunnel, just a couple at first, followed by a rapid cascade. You realise you are in danger of being buried alive, and stagger down the tunnel, trying to shake the sound of the horn from your head.

Throw two dice. If the numbers on both dice add up to the same as or less than your Dexterity, turn to **144**. If they add up to more than your Dexterity, turn to **79**.

114

Suddenly you experience an agonising stabbing pain in the back of your neck and at the same time, many sharp objects sink mercilessly into your shoulders. Lose six Strength points. Something hisses and giggles close to your ear and you realise that some kind of small creature has dropped from the ceiling onto your back. You reach up and, grabbing a mass of tangled hair, pull the creature free with a painful jerk and fling it onto the ground before you. Turn to **190**.

115

With a fervent prayer, you dash forward after the curtain of fire has vanished – but you have not judged the timing and distance correctly. The curtain descends directly upon you, enveloping you in molten rock and fire! Your adventure ends here.

116

You leave through a tunnel entrance in the West wall and after following the passage West for a short distance, it turns to the North and comes to an abrupt dead end. You search in vain for any kind of secret door and eventually have to admit defeat. You turn back South and East through the cave, and arrive back at the junction, where you turn South. Turn to **65**.

117

You return to where the other tunnel led of to the West and take that way – turn to **147**.

118

You fail to regain your balance and, with a scream of terror, you fall into the seething lake. Even the power of the belt cannot save you now. Your adventure ends here.

119

Will you go through the door on your right? Turn to **178**. Or the door on your left? Turn to **80**.

6	9	18	4	28	3	9
3	4	46	10	20	6	4
2	8	24	8	26	8	5
14	16	40	3	19	12	2
4	10	31	12	32	11	7
9	21	29	7	34	5	8
11	8	35	9	25	7	3

3	7	25	9	35	8	11
8	5	34	7	29	21	9
7	11	32	12	31	10	4
2	12	19	3	40	16	14
5	8	26	8	42	8	2
4	6	20	10	46	4	3
9	3	28	4	18	9	6

120

Suddenly you notice the almost hidden outline of a small door in the wall on your left. After a painstaking search, you locate the hidden mechanism that opens it and step through into a tiny cave. Set into the North wall is the metal door of a safe, with some kind of inscription upon it. You investigate closer to see that engraved upon the door are two tables of numbers, and underneath are the words:

"The second table contains the same set of numbers as the first – except for one. Speak the number which is different in the second table."

When you have found the number which is different, turn to that section. If you cannot find it, turn to **221**.

121

You dismount and draw your laser-sword as the two youths leap toward the beast with gleaming blades in their hands. The creature hesitates when it is confronted by the three of you, all well armed, and you fire your laser-sword and leap forward between the two youths, your blade drawn.

	Dexterity	*Strength*
TWO-HEADED LION:	10	12

When you have reduced the Lion's Strength by six, turn to **130**.

122

You take the key, careful not to touch the hand itself, but unable to prevent a few drops of water from splashing onto your skin. Although there is no pain, the skin withers where the water has touched it, forming dead, white patches. Lose two Strength points. You slip the key into your backpack, and since there are no other exits from the cave, you go back the way you came to the junction, and continue South. Turn to **82**.

123

You make your way along the North tunnel, which soon opens out into a large cavern filled with more weird rock formations. Have you any companions with you? If so, turn to **24**. If you are alone, turn to **6**.

124

The West-heading tunnel soon turns South and at length ends at a T-junction. Will you go:

East?	Turn to **105**
West?	Turn to **60**

125

With the deadly Android almost upon you, your shot is too hasty, blasting only into the wall. The immensely strong, unfeeling arms grasp your neck, as the snake rears and hisses at your face – your quest is over.

126

After quite some distance, the tunnel comes to a dead end and you have no choice but to turn back South. Throw one dice. If you get 1,2,3 or 4, turn to **205**. If you get 5 or 6, turn to **117**.

127

Suddenly the lake begins to boil alarmingly to your right, and from out of its fiery depths emerges a huge, black, rock-like mass. It possesses a single glowing red eye, and several long, club-like tentacles which it swings towards you with mindless ferocity. Because of your precarious position, you must take three off your Dexterity for this battle. If you throw twelve when calculating the creature's Fighting Power, turn to **180**.

	Dexterity	*Strength*
FIRE LAKE MONSTER:	9	12

If you win, turn to **159**.

128

To your relief, you manage to regain your grip on the next loop. Throw the dice for the remaining loops and if you throw a 6 again, turn to **138**. If you reach the far side safely, turn to **177**.

129

Victorious, but shaking slightly after such a hard fight, you sheathe your sword, and prepare to leave the cave. If you entered from the West, turn to **89**. If you entered from the East, turn to **116**.

130

After you have wounded the lion, the two youths push in front of you and take over the battle. They soon finish the creature off and the three of you continue together. Turn to **41**.

131

Throw two dice. If the numbers on both dice add up to the same as, or less than your Skill, turn to **122**. If they add up to more than your Skill, turn to **112**.

132

You have not gone far West before you come across a new tunnel off to the North. Will you continue West? Turn to **224**. Or take the new way North? Turn to **123**.

133

As you walk up to the East door, the nearest of the six piles of rock suddenly glows more intensely with a fierce, red heat, and then to your amazement, begins to move, uncoiling itself to reveal that it is not just a mound of stones, but a long serpent whose large, rough-textured scales provide perfect camouflage. Gradually the other five begin to also uncoil, and although they do not move from their positions on either side of the door, you get the feeling that you are being watched very intently.

Will you try to open the door? Turn to **36**. Or leave through the South doorway? Turn to **45**.

134

If you have any companions with you, turn to **18**. If you are alone, turn to **208**.

135

You can now feel the gases burning your throat and as you begin to choke, you retreat slightly into the tunnel. There is no way that you can pass through this cavern unprotected, as if the poisonous atmosphere does not kill you, the searing heat surely will. Reluctantly, you retrace your footsteps along the tunnel to the door, but to your dismay you find that you cannot open it from this side. In desperation you return to the cavern and begin to make your way to what you think looks like an exit in the far side . . . but you do not even make it halfway across. Your adventure ends here.

136

Hardly daring to hope, you slip the small key into the key-hole. It turns smoothly in the lock, and with a gentle click, the door opens. You walk through into a dark, circular room, which is surprisingly chilly compared to the fierce heat of the cavern outside. At the centre of the floor is a black pedestal and resting upon it is a mechanical clawed hand, the pincers closed about a black jewel, about the size of an egg. It glints darkly in the light from your torch, and as you look closer, you see red fire glowing at its heart. It must be worth thousands of gold pieces, and you lift it from the pedestal and place it carefully into your backpack, before leaving through the door by which you entered. Turn to **96**.

137

Swiftly, you draw the Fire Sword and its blood-red blade glows like a tongue of flame in the red fire light. Turn to **167**.

138

To your horror, the loop comes loose from the rock and you are left dangling by one hand above the pool of lava! Throw two dice. If the numbers on both dice add up to the same as or less than your Dexterity, turn to **128**. If they add up to more than your Dexterity, turn to **197**.

139

Dullthus frowns: "Now, that's a great pity, young friend, a great pity." He shakes his head regretfully and pockets the brooches. "Now you've upset me, refusing my kind offer – and I don't like being upset." With a surprisingly swift movement, Dullthus leaps for you – but you are fast enough to roll away, draw your laser-sword, and fire, scoring a direct hit in the chest. But to your amazement, the tattered waistcoat and vest are barely singed: they are obviously made of some extremely tough material that is new to you. Desperately swinging your sword around, you snap out the blade and lunge – and are relieved that you appear to have made some impression, as Dullthus grunts and staggers slightly. However, he seems not greatly hurt, and you close for a frantic fight to the death.

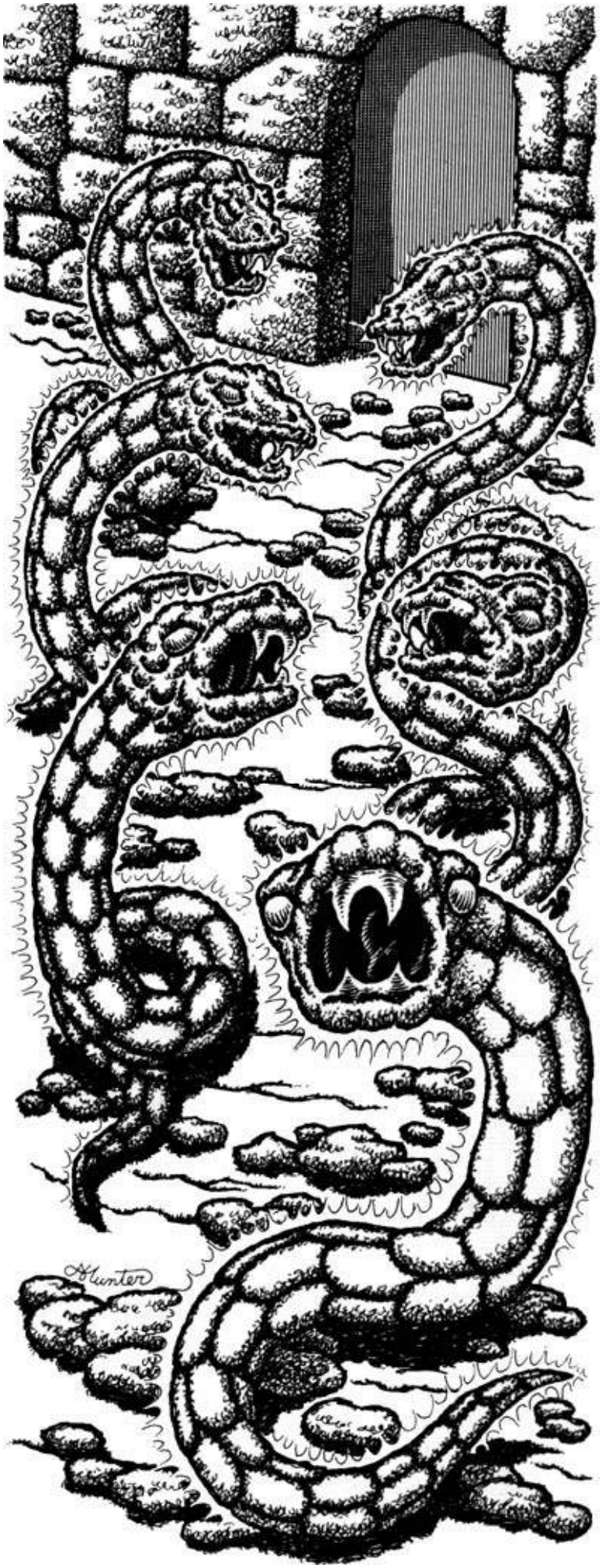
	Dexterity	*Strength*
DULLTHUS:	10	18

If you defeat Dullthus, turn to **129**.

140

To your dismay, you miss the Golem's eyes and strike the side of its head instead, which does not appear to affect it in the slightest. Then there is a low rumble behind you and you whirl around to see that a block of stone has dropped to cover the exit in the North wall. You are trapped with the Golem and unless you can tell the creature the answer to the puzzle, it is only a matter of time before you will tire and the Golem destroys you.

If you wish to attempt the puzzle again, it is described in section number **65**. Otherwise, your adventure ends here!



141

You begin to search around the foot of the volcano, scrambling over ridges of solidified lava, until you suddenly come across a small cave entrance. You switch on your torch and squeeze through the tiny crack to enter a low tunnel, the walls of which are like black glass. You follow it North for a short distance, till it opens out into a large, low cavern. Its rocky floor is almost totally filled by a large pool of dark liquid. Wisps of smoke rise from its obsidian surface, which bubbles sluggishly like a simmering cauldron.

You cannot tell whether there are any other exits from the cavern, so will you circle the pool to investigate the far side? Turn to **151**. Or go back outside and climb the mountain to try and discover a more promising entrance? Turn to **191**.

142

As you slip the ring onto your right finger, it shrinks in size so that it cannot be removed. You are immediately concerned, but since there is nothing you can do about it at the moment and the ring has no immediate ill effects, you continue on your way. Turn to **171**.

143

Upon the floor at the bottom of the two stalagmites, you are surprised to discover a small plaque. Upon it are the words: "Bomful and Doltless, faithless betrayers of our Master, imprisoned here as an eternal reminder of the fate of all traitors. Their only release is by solving the riddle of their names. Bomful was bought for 93 gold pieces. How much did our master pay for Doltless?"

If you know, turn to that number. If you cannot solve the riddle, you continue around the corner West – turn to **201**.

144

By some miracle, you manage to dodge the avalanche of falling rocks and follow the tunnel as it turns South and becomes more stable, finally ending in a T-junction. Will you go:

East?	Turn to	**105**
West?	Turn to	**60**

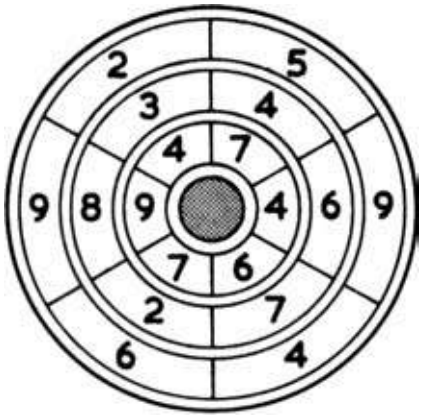
145

You now have no alternative but to go South – turn to **83**.

146

As you proceed along the North tunnel the air cools rapidly and you can breathe easily again. Quite soon the tunnel ends at a metal door with some kind of numbered dial at its centre. The dial is composed of three concentric circles, each circle being divided into six segments, and each segment containing a number. This is obviously some sort of combination lock to open the door.

You must turn the dials so that the inner, middle and outer



number in each group of the six segments all add up to the same total. When you have discovered what that total is, turn to that number. If you cannot solve the puzzle, turn to **134**.

147

The tunnel leads West for quite some time, then turns North and then West again. Eventually it ends at a metal door which you open cautiously and step through into a large cave. Turn to **90**.

148

You groan with disappointment as after braving the lake of fire, find that you have no means of opening the door. The tower is absolutely impenetrable without the key. You have no alternative but to leave the island. Turn to **96**.

149

To your relief, the quaking of the earth stops, for there is no barrier around the ledge to stop you from falling off, and gingerly you peer forwards to discover what you would have fallen into. To your horror and astonishment, you see that the hole leads right down into the very heart of the volcano! Below you seethes a churning mass of molten lava, ready to erupt at any moment and flood Shargan's underground fortress – but something is preventing it from doing so. At once, you recall the Fire Elemental: Shargan is forcing it to control the volcano and harnessing the volcano's tremendous energy for some sort of deadly experiment. What terrifying weapon could the Sorcerer-Scientist be inventing with all this equipment and machinery?

Now you are more certain than ever that Shargan must be destroyed, and since the alarm seems to be over, you open the door in the metal screen and step back out into the room . . . to find yourself facing a hovering, metal sphere which you instantly recognise as a Robot Guard. The sphere is covered in tiny crystal lenses, any one of which might send a deadly laser beam shooting out in your direction at any moment! If you dive back inside the protective screen, the Robot will simply wait until you have to come out or die of starvation – or until Shargan himself arrives, undoubtedly with more guards. You have no choice but to fight.

	Dexterity	*Strength*
ROBOT GUARD:	12	14

If you win, turn to **209**.

150

As you enter, a voice calls out, "Ah, hello young friend! I'm Dullthus, a trader, and you look to me as though you have an eye for quality, and an appreciation of the finer things in life. Would you care to examine a few trinkets I have for sale?"

From the shadows steps an extremely fat, ugly and hairy man. His clothes are aged, his vest and waistcoat grimy and tattered. Unpleasant growths scar his body, as he sits and regards you with what he perhaps imagines is a smile. "Now see here," he says, drawing from hidden pockets four gold brooches set with rubies and diamonds. "I've taken a liking to you, so here's the deal: I'm willing to give you two of these brooches if you can answer me a simple riddle. I like a bit of a gamble, you see."

If you agree to his challenge, turn to **94**. If you are not tempted by the brooches – which certainly appear to be of great value – turn to **139**.

151

As you begin to make your way around the edge of the pool, there is a rush of bubbles to the surface and out from the water bursts a huge, black beast. You are drenched by its sudden eruption, and the black water is uncomfortably hot and stings your exposed flesh – lose one Strength point. The creature before you consists of a dozen long, powerful tentacles, each tipped by a glistening poisonous claw. The tentacles radiate from a black, amorphous mass, the only distinguishable feature of which is a circular gaping maw. It seems to sense exactly where you are, though, and as its tentacles reach out towards you, you realise you cannot escape.

You must fight each tentacle in turn as a separate monster. The tentacles have a Dexterity of 12 and a Strength of 4. If you manage to "kill" six tentacles (i.e. sever them from the main body of the monster), turn to **181**. If the monster inflicts ten points of damage upon you before you manage to do this, turn to **161**.

152

You turn East into a low, almost circular tunnel, which becomes hot and humid as you proceed along it. The walls appear quite damp and soon tiny rivulets of moisture trickle down from the ceiling. You hear the sound of dripping water ahead and the tunnel opens out into a small cave. It is divided into two halves by a curtain of dripping water, which falls from the ceiling like glittering crystal beads. It forms a steaming pool in the centre of the cave which trickles away through a narrow hole in the South wall.

Suspended by ropes in the dripping water is a collection of unusual and rather grisly objects, including a small bird with its wings outstretched, a delicate flower, a petrified cat, and a human hand holding a small key. Something in the water has encrusted them in a shiny white coat, making them appear as if they have been turned into marble. Do you wish to examine the objects more closely? If so, turn to **260**. If you would rather leave the cave and return to the junction to continue South, turn to **82**.

153

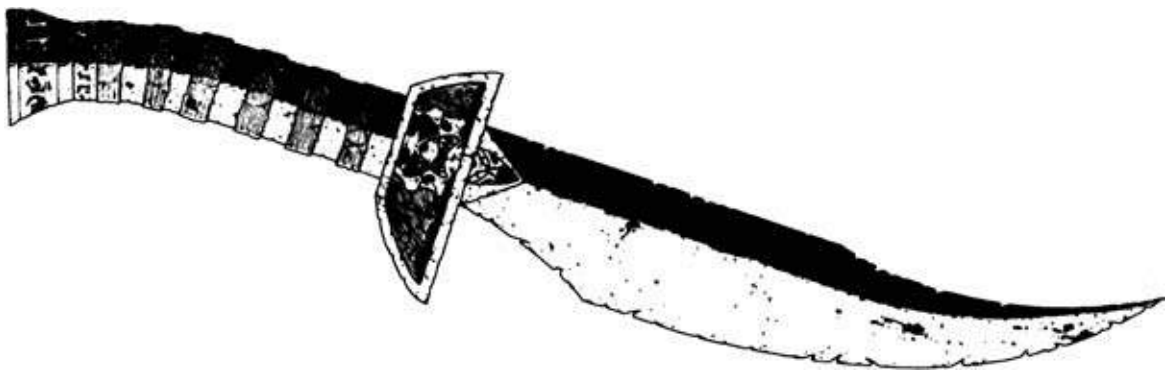
Throw two dice. If the numbers on both dice add up to the same as, or less than your Skill, turn to **172**. If they add up to more than your Skill, turn to **162**.

154

Sudden panic sweeps over you and once again you tug frantically at the ring to try and drag it from your finger – but it is no use. Then with horror, you notice that long, grey hairs are beginning to grow upon the back of your hand! Trying to keep calm, you decide that there must be something in the fortress to remove the curse, and keeping this thought firmly in mind, you continue uneasily along the passage. Turn to **124**.

155

You have not gone far before the tunnel opens out into a large cave, filled with smooth, domed stalagmites. A few stumpy stalactites hang from the ceiling, and the walls of the cave are even and rounded, as if smoothed by the passage of water. Just as you begin to make your way through the cave, there is a low rumble like distant thunder and the ground trembles beneath your feet. A shower of small stalactites falls from the ceiling and in trying to avoid being struck by one, you lose your balance on the quaking earth and fall heavily against the nearest domed stalagmite. Throw one dice. That is the number of stalactites that hit you and for each one you must take one point of your Strength. Turn to **91**.



156

If you have any companions with you, turn to **160**. If you are alone, turn to **78**.

157

You race forward when the curtain has died down and to your relief, you again cross successfully before the fire returns. You return to the junction where the other tunnel led off to the North and take that way – turn to **146**.

158

You head North for quite some distance, drained and weary from the heat, with the low rumbling echoing in your ears. At length, you come to another tunnel off to the West. Will you continue North? Turn to **126**. Or take the new way West? Turn to **147**.

158

Throw the dice again and move forward that number of stepping stones. If you manage to reach the island, turn to **166**. If you land on stone number 18, 19 or 20, turn to **108**. Otherwise, repeat this section.

160

Bomful and Doltless emit little shrieks of terror when they realise what you are about to attempt, and before you can stop them, they run away back down the corridor. You decide against following them, and turn your attention to the fire curtain. Throw two dice: if the numbers on both dice add up to the same as, or less than your Skill score, turn to **186**. If they add up to more than your Skill, turn to **115**.

161

The creature has succeeded in paralysing you with its poisonous claws and you fall helpless to the floor. Immediately, the slimy tentacles curl around your body and draw you towards the slavering maw. Your adventure ends here!

162

Though you try your best, you do not succeed in picking the lock and have no alternative but to return to the crossroads. Turn to **25**.

163

Will you now draw out:

The top card?	Turn to **212**
The bottom card?	Turn to **104**

164

In your weakened condition, your need for water outweighs any other considerations and you give in to your thirst and drink deeply from the nearest pool – turn to **37**.

165

The belt protects you from the fierce heat and poisonous atmosphere, and you walk safely out into the cavern. There are three exits: one in the North wall, one in the East, and a third in the South wall on the other side of the lake. In the centre of the lake you are amazed to see a dark island jutting up out of the lava, and upon it is a small, circular black tower. Leading from the shore where you stand out towards the island, are a number of stepping stones of the same dark rock as the isle. You cannot guess what that rock might be but it must be able to withstand extremely high temperatures. Feeling confident with the belt's protection, you decide to risk the stepping stones – turn to **206**.

166

Greatly relieved, you scramble up the smooth, steaming hot rock of the island, cringing as your hands burn when you touch its surface. You soon arrive at the door of the tower, which is made of some kind of black metal. The door has no handle, but there is a small keyhole on the left-hand side. Do you have a small key? If so, turn to **136**. If not, turn to **148**.

MARK
K. DUNN

167

Cautiously you advance, clutching your sword tightly before you, and as you round the chair you come at last face to face with Shargan. He is lounging in the chair's well-padded velvet, a large black book upon his knee. He is dressed in a black one-piece suit, with a wide golden belt around his waist, hanging from which is a deadly-looking laser pistol. His dark features are partly masked by shadow, but you can make out the muscled face, bloodshot eyes and gleaming tombstone teeth – the reality now facing you is horribly reminiscent of the vision in the sky when you defeated the Pterodactyl and its rider at the start of your mission. Shargan himself turns briefly to glare, then calls out, in a language foreign to you – and at once a thin, near-naked woman appears at his side. Her helmet is fitted with sensitive goggles, and she smiles evilly as she turns her gaze on you, swinging a long-handled axe easily over her shoulder. Shargan snarls another word, and she is instantly into action, her axe-blade whistling past your chest.

Falling backwards, you roll onto your feet, turn, and draw your laser-sword. You fire: and the woman is blasted into a lifeless heap against the wall. Shargan appears stunned for a moment, then lets out a roar of anger and reaches for his laser-pistol. You realise that your laser-sword will take time to recharge, and that you will have little chance against him with your blade. Only the Fire Sword may save you now, and you advance with it – turn to **207**.

168

By now the pain in your back is almost unbearable and you sink down onto all fours, for only in this position can you find relief. The skin on your face feels stretched and taut, and coarse fur is creeping slowly over your cheeks. As you crouch in misery before the two doors, the one on the right is suddenly flung open by a tall man in black. He laughs cruelly when he sees you.

"So, you're the thief who stole my ring of lycanthropy! What a fitting punishment for such a thief. Of course, I cannot let you complete the transformation as the creature you would turn into would be quite a dangerous thing to have roaming around loose. In your present condition, however, you are at your weakest and therefore most vulnerable." Then in one swift movement he produces a black laser pistol and before you have a chance to react, fires it straight at your heart. Your adventure ends here.

169

After defeating the Spider-Crabs, you continue warily along the tunnel, keeping alert for any further movement from the stalagmites. At length, you arrive at a crossroads. Two narrow tunnels lead East and West, while the gallery of stalagmites and stalactites continues South. Will you go:

East?	Turn to	**92**
South?	Turn to	**83**
West?	Turn to	**43**

170

You activate your torch and find yourself in a tiny South-heading tunnel. The rock is very dark and lined with black, glass-like veins. The air is hot and dry, but not uncomfortably so – yet. Very soon, the corridor ends in a T-junction. Will you go:

East?	Turn to	**12**
West?	Turn to	**155**

171

You leave the cave and continue down the East tunnel, which soon turns to the South. Very soon you come upon a new passage of to the East. Will you keep going South? Turn to **82**. Or take the new way East? Turn to **152**.

172

To your delight, the lock clicks open and you turn the handle and go through into a huge, dark cave. A bubbling pool of lava seethes before you, giving off a sulphurous gas which catches in your throat. Around the pool, strangely glowing rocks have been piled up into several mounds which radiate a fierce heat.

You cannot make out any form of exit on the far side of the cave, so will you return to the crossroads? Turn to **25**. Or will you venture into the cave and investigate further? Turn to **102**.

173

Once the West door is closed behind you, you pause to examine the cards. There are only three of them and they are in a small, black box which is unnaturally cold to the touch. Will you draw out:

The top card?	Turn to	**212**
The middle card?	Turn to	**184**
The bottom card?	Turn to	**104**

174

You arrive at a crossroads. You decide against taking the tunnel North as it leads you back towards the entrance, so will you go:

East?	Turn to	**92**
South?	Turn to	**83**

175

The only way out of the cave is the doorway through which you entered, and your heart sinks as you realise you will have to risk the curtain of fire once more. Throw two dice. If the numbers on both dice add up to the same as, or less than your Skill, mm to **157**. If they add up to more than your Skill, turn to **107**.

176

You step back one stone and manage to regain your balance. Turn to **216**.

177

As you reach out and grasp the Fire Sword, a doorway opens in the South wall beneath you. After securing the sword in your belt, you have no desire to risk the iron loops back over the pool, and so swing down through the doorway. Once you have passed through it, the door closes, leaving no indication that it ever existed.

You are at the North end of a South-heading tunnel which you follow for a short distance, until it turns East, and opens out into a small cave. Turn to **150**.

178

You open the door and go through into a small dark cave. In the North-West corner, a red fire burns steadily and before this stands a large, black chair. The tall back of the chair is turned towards you so that you cannot see its occupant – if indeed it has one. Against the East wall is a black curtained bed, and the North wall beside it is lined with shelves of books. As you stand motionless in the doorway, the door suddenly slams shut behind you, making you jump violently, and then a deep, commanding voice calls out from the depths of the black chair:

"Come in, my bold and foolish young friend. Come round here and let me look upon you." The voice undoubtedly belongs to Shargan!

Do you have the Fire Sword? If so, turn to **137**. If you do not, turn to **98**.

179

The two dwarfs, however, seem reluctant to follow you and as you turn to beckon them forward, they run away from you down the tunnel. Puzzled by their strange behaviour, you have no choice but to continue alone. Turn to **198**.

180

With a mighty sweep of its club-like limb, the creature knocks you off balance and you fall screaming into the lake of lava! The power of the belt cannot protect you now. Your adventure ends here.

181

The loss of half its tentacles has severely wounded the creature and abruptly it withdraws, sinking back into the black pool. You pause for a moment, to recover from the battle, and then continue warily around the far side of the cavern. To your dismay, however, you can find no other exits, and reluctantly you have to return to the cave entrance. Turn to **191**.

182

After a fierce battle, the lava monster finally sinks lifeless to the cavern floor and you turn frantically to the door, desperate to get out of the terrible heat. Throw two dice. If the numbers on both dice add up to the same as or less than your Skill, turn to **211**. If they add up to more than your Skill, turn to **222**.

183

After defeating the android, you begin to investigate the contents of the room. Most of the space is taken up by a large table, upon which is a complicated arrangement of tubes and beakers containing a bubbling blue liquid, which you decide to leave well alone. The North wall is lined with shelves, most of which are empty or cluttered with papers of indecipherable formulae. Three objects in particular catch your eye, however, a white, curving horn, beautifully inlaid with gold; a large book; and what appears to be a pack of cards. You are just wondering which object to examine first, when you hear the sound of many footsteps beyond the East door. You have time to grab just one of the objects before leaving quickly through the West door. Will you take:

The horn?	Turn to	**103**
The book?	Turn to	**74**
The pack of cards?	Turn to	**173**

184

The card you have drawn is pure white, bearing the image of a golden cross. It is a good luck talisman and you may add one onto your Dexterity and two onto your Strength. Will you now draw another card? Turn to **163**. Or decide not to push your luck and continue along the tunnel, leaving the remaining two cards untouched? Turn to **124**.

185

You head South for quite some time, and the further you venture down the tunnel, the hotter the air seems to get, until you are gasping for breath and sweating profusely. At length, the tunnel opens out into a large cave where a slight breeze cools the air a little. The tunnel continues out of the cave to the South, but you are surprised to see a metal door set into the East wall. On each side of the door are three little piles of rocks which seem to be glowing slightly with inner heat. Will you leave through the South doorway? Turn to **45**. Or investigate through the East door? Turn to **133**.

186

With a fervent prayer, you dash forward after the curtain of fire has vanished, and to your intense relief, you have judged the timing and distance correctly. The curtain drops after you have passed safely underneath and you enter a small round cave. The air is slightly cooler, though not much, and you almost cry out in relief when you see that the cave contains two deep pools of blue, sparkling water. Your throat is burning painfully and your mouth is dry as dust. Throw two dice twice. If the four numbers you have thrown add up to the same as, or less than your Strength, turn to **55**. If they add up to more than your Strength, turn to **164**.

187

As you set off down the East tunnel, the ground shudders slightly a few times but then is quiet, and you can faintly hear the low rumbling sound some distance away. The tunnel leads you Eastwards and then turns North, eventually coming to a dead end. You begin searching for hidden passages, or secret switches. Throw two dice. If the numbers on both dice add up to the same as, or less than your Skill, turn to **202**. If they add up to more than your Skill, turn to **19**.

188

The stone you have stepped on wobbles alarmingly. Throw two dice. If the numbers on both dice add up to the same as, or less than your Dexterity, turn to **176**. If they add up to more than your Dexterity, turn to **118**.

189

You stop to rest for a moment after your difficult and bloody fight, and notice for the first time, a small pool of water, half-hidden in a depression a few yards away. Will you drink from this pool? If so, turn to **61**. If not, turn to **111**.

190

It stands about two feet in height, with grey flesh and a tangle of spiky black hair on its head and down its arms. Its limbs are scrawny, ending in long, taloned hands and feet which seem too large for the rest of its body, and its huge slanting eyes and gaping mouth of pointed teeth similarly seem unnaturally huge in its tiny, skull-like face. It spits and hisses in frustration at you having been alerted to its presence, and then springs at you with remarkable agility, aiming straight for your throat.

	Dexterity	*Strength*
GREMLIN:	12	6

If you win, turn to **213**.

191

Climbing the foothills of the volcano, you are relieved to discover that the way you have chosen is not as treacherous as you had feared. The narrow track you are following meanders up the West side of the mountain, and you try to stick to this is as far as possible.

Having climbed some distance, you consider pausing for a moment to get your breath back, and reflect on your situation. Even as you do so, there is a wild shrieking in the air, and a sound like the beating of gigantic leathery wings. You draw your laser-sword and search the skies – to see a huge flying reptile, and a warrior with his legs firmly clamped about it, wielding a blood-stained sword.

The sky darkens, there is a flash of lightning and a thunderclap, and then an image forms from the clouds themselves: a face, leering down at you, the mouth open wide, revealing studded teeth. Slowly the eyes revolve, and then there is a triumphant laugh, as the sky turns darker, and the Pterodactyl and its rider swoop towards you. The Pterodactyl's beak snaps horribly close to your unprotected head, and its rider swings at you with his sword. They climb into the purple sky, whooping and shrieking, then swoop for a second attack.

You aim your laser-sword: first, you must kill the Pterodactyl, and then its rider. You steady yourself against a rock – this will be no easy battle.

	Dexterity	*Strength*
PTERODACTYL:	9	14

If you defeat the Pterodactyl, turn to **3**.

192

Suddenly the fingernails on the hand that bears the ring start to ache, and you look down in horror to see that the nails have grown into yellow, curved claws. On impulse, you roll up your sleeve a little to discover that long, silky hairs are beginning to creep up your arm. You tug the sleeve down again as if trying to hide the offending hand, and continue West with an uneasy feeling in the pit of your stomach. Turn to **132**.

193

As you bend down to drink from the pool, for a fleeting instant you seem to see the reflections of many faces within its deep blue depths. The image vanishes so quickly, however, that you wonder whether it existed at all and was not. merely a delusion brought on by the heat and your desperate thirst.

As you drink from the pool, a strange lethargy creeps over you and you suddenly feel intensely weary. You struggle to fight it off, but it is no use. As your eyelids fall heavy over your eyes, the last thing you see is the pool filled again with the faces of those who also drank from its enchanted waters and were captured forever by its dark depths. Your adventure ends here.

194

You dive to one side and just manage to avoid the fireball before it explodes against the wall beside the door. Then you draw your laser-sword and fire it at the Serpent. Turn to **14**.

195

Throw the dice again. If you land on stone number 13, 14 or 15, turn to **127**. Otherwise, turn to **159**.

196

You turn South down a low tunnel which soon opens out into a narrow but long cave. You see movement in the dim shadows at the far end of the cave, and clutching your laser-sword, you venture closer to investigate.

You are shocked to discover that the source of the movement is a human being – a man hanging in chains from the South wall of the cave. He has been stripped to the waist and his flesh is scarred by ugly burns. His head hangs limply on his chest and at first you believe him to be dead, but as you move closer, the sound of your footsteps rouses him. He peers up at you, his dark eyes dulled with pain. He is obviously no threat to you, and filled with pity, you attempt to release him.

"Do not waste your Strength," he murmurs through cracked lips. "I am done for. If you linger here, you may be discovered and end up like me. The best thing that you can do for me, my friend, is destroy Shargan, but he can only be killed by the Fire Sword. Failing that, release the Fire Elemental."

At these words, his head drops forward again and he heaves a last, shuddering breath before moving no more.

With the wretched prisoner's words echoing in your mind, you investigate the cave to discover a door in the West wall. Will you go through this door? Turn to **16**. Or return North up the tunnel to the junction and continue West? Turn to **217**.

197

You do not manage to regain your grip and plunge screaming into the pool below! Your adventure ends here.

198

Immediately, the door closes behind you and you see that there is no apparent way of opening it from this side. You set off North down the tunnel, which soon turns to the West and opens out into a huge cavern. Are you wearing a small, red-gold ring? If so, turn to **66**. If not, turn to **95**.

199

You manage to dodge the deadly missile and hurry South into the tunnel – turn to **45**.

200

You notice that the key in the outstretched hand is not covered in the strange white substance that has formed on the other objects. Will you try to take the key from the severed hand? If so, turn to **131**. If not, you leave the cave and return to the junction to continue South – turn to **82**.

201

Are you wearing a small, red-gold ring? If so, turn to **192**. If not, turn to **132**.

202

Suddenly you notice the almost hidden outline of a small door in the left-hand wall of the tunnel. After a painstaking search, you locate the hidden mechanism that opens the door and enter a narrow, low tunnel. It ends very soon at another similar door, which you open easily, and go through into a North–South passage. The door closes silently behind you leaving no indication of its existence in the wall on this side. As you look around, you realise that you are just North of the crossroads, and since you do not wish to retrace your steps, you turn North up the tunnel and soon arrive at a T-junction. Will you keep going North? Turn to **126**. Or take the new passage off to the West? Turn to **147**.

203

Suddenly your sharpened senses detect the sound of movement behind you. You whirl around and draw your laser-sword in one swift movement, just in time to see a small, clawed, imp-like creature drop from the ceiling with the intention of landing on your unprotected back! Turn to **190**.

204

"Oh, well done!" the man exclaims. "Here, accept this with pleasure," and he presses the fourth brooch into your hand. "Now choose another one," he tells you, and after you have made your choice, he scurries away out of the cave. You shake your head in amazement at this strange and unexpected encounter, and leave the cave. If you entered from the West, turn to **89**. If you entered from the East, turn to **116**.

205

Suddenly the rumbling sound returns, but this time getting louder and louder, and to your horror, you see a seething lava flow creeping down the tunnel towards you. It is completely blocking your escape and you scream in terror and look desperately around you, but there is nowhere to run to. Your adventure ends here.

206

On a piece of paper draw 20 small circles, numbered 1 to 20, to represent the stepping-stones. Throw one dice and move to that numbered stepping-stone. Turn to **72**.

207

Suddenly he apparently recognises the nature of the blade you hold – the one weapon to which he is not immune – and in one swift movement he is on his feet, the laser-pistol in his hand. You must strike quickly with the Fire Sword: however, against Shargan it will do only two Strength points of damage each time you score a hit, while his laser-pistol does three points of damage each time it hits you.

	Dexterity	*Strength*
SHARGAN:	11	16

If you defeat Shargan, turn to **220**.

208

You have no choice but to turn around and retrace your footsteps, but as you do so, a huge slab of rock slams down from the ceiling completely blocking the passage. You are trapped – unless you can solve the puzzle; and with a sinking heart, you turn back to the metal door. If you manage to solve the puzzle this time, turn to the number which is the answer. (The puzzle is described in section number **146**.)

209

After destroying the sphere, you leave the room through a nearby door in the North wall and enter a wide, North-heading passage. At length, the passage comes to an end and you find yourself facing two identical doors. Are you wearing a small, red-gold ring? If so, turn to **168**. If not, turn to **119**.

210

Although infuriated at such treachery, your training enables you to calm down, and remember your purpose and your destination. The mountain is not far distant – turn to **111**.

211

You succeed again in picking the lock and hurry out into the welcome cool air of the tunnel. You make your way back to the crossroads. Turn to **25**.

212

The card is glossy and black and bears a picture of red flames. As you gaze upon it, you suddenly feel unnaturally hot and sweat starts to ooze from every pore. Then a burning pain begins to grow within you and spreads rapidly throughout your body. You let out a moan of agony and fall to the floor, feeling as if you are being burnt alive from within. The card you have drawn is cursed so that whoever bears it is consumed by fire! Your adventure ends here.

213

After defeating the Gremlin, you leave the cave without further incident and enter another West-heading tunnel. Quite soon, you come upon a new tunnel of to the South. Will you continue West? Turn to **29**. Or take the new way South? Turn to **185**.

214

Will you now leave? Turn to **175**. Or drink from the other pool? Turn to **193**.

215

You return, till you arrive back at the crossroads. Will you now go:

North?	Turn to	**158**
Or, if you have not been that way, East?	Turn to	**187**

216

Throw one dice and move forward that number of stepping stones. If you land on stone number 7, turn to **57**. Otherwise, turn to **38**.

217

You continue West for a short distance, then the tunnel turns South and then West again, finally ending at a door which is slightly ajar. You pause to listen for a moment but there is no sound from beyond the door, so tentatively, you push it open – turn to **47**.

218

Will you trust the Fire Elemental's word that it will destroy Shargan for you and give you time to escape before it releases its control over the volcano? If so, smash the jewel and turn to **88**. If you do not trust the creature, turn to **97**.

219

Suddenly you feel a sharp pain simultaneously in your back and in your mouth. You lift one hairy hand and tentatively probe your mouth to discover that your front teeth have developed into long fangs which now dig painfully into your jaw. You find that the pain in your back only eases if you stoop forward, and now resembling even more the beast that you are slowly turning into, you continue miserably on your way. Turn to **109**.

220

After a fierce battle, Shargan falls dead at your feet. At once, an eerie moaning sound fills the air, which gradually rises into an almost gleeful shrieking. Then the earth begins to tremble and the shrieking is joined by a low rumbling noise which begins to get louder and louder. Suddenly, the wild screeching forms itself into three clearly distinguishable words: "Free at last!" – and with horror, you realise that in destroying Shargan you have released the Fire Elemental, who in turn will release its control over the volcano! You are in deadly peril, as without the Fire Elemental to hold it back, the lava will flood back into the caverns and tunnels of Shargan's underground fortress.

You rush to the door and fling it open, only to find the tunnel blocked by a seething mass of lava! You slam the door closed, your heart pounding frantically as you realise that there is no escape. Your adventure ends here.

221

Unable to discover the code that unlocks the safe mechanism, you have little option now but to leave the cave – turn to **19**.

222

Try as you might, you cannot manage to pick the lock. The heat in the cave is now unbearable and you know it will not be long before you succumb to its effects and sink into unconsciousness. In desperation, you begin to search for another exit, but to no avail. Your adventure ends here.

HAVE YOU EVER PLAYED A FANTASY GAME BY POST?

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Trolls Bottom is ideal for a beginner to Play by Mail Games

223

The Golem emits an angry growl, like that of approaching thunder. Then raising one of its huge, stone fists, it smashes it downwards in an attempt to crush you, but you dodge it easily, for the Golem is clumsy and slow-moving. You have one chance to defeat it: if you fire your laser at its eyes and score a direct hit, you will render the Golem lifeless. You can have only one attempt, however, and if you miss with your laser you will have to retreat, as you cannot hope to defeat it with your blade.

The Golem has a Dexterity of 6. Work out its and your own Fighting Power in the usual way. If your Fighting Power is greater than the Golem's, turn to **64**. If the Golem's Fighting Power is greater than yours, turn to **140**.

224

As you venture West along the tunnel, the air begins to get very hot and dry and the walls of the tunnel appear to glow as if they are veined with fire. At length, you come upon a new tunnel off to the North, which looks dark and cool. Will you continue West? Turn to **99**. Or take the tunnel North? Turn to **146**.

225

To your relief, you manage to reach the exit in time and run frantically down the mountain slopes as the earth begins to tremble beneath your feet. Just as you reach the forest, there is a deafening explosion as (lames and molten rocks burst from the mountain top. Clouds of black smoke billow upwards and cinders rain down all around you. You run until you can run no more, and collapse breathless and exhausted onto the damp forest ground.

Sometime later, long after the shaking of the earth has subsided, you get to your feet and make your way slowly back to Isar. You enter the port to find its people subdued by the unexpected eruption, but underneath there is suppressed excitement and hope at the thought that Shargan might finally be destroyed.

You suddenly hear someone call your name and turn around to see Lai-Ti, the Aarlachian official, hurrying towards you.

"Congratulations!" he cries. "As soon as we saw the volcano erupt we knew you had succeeded. We were just praying that you had managed to get out in time. The King is awaiting you with your reward!"

Several passers-by have overheard, and the word spreads like wildfire. As Lai-Ti guides you out of Isar, it is to the accompaniment of cheering crowds. Your first assignment for the Guild is a success!

MESSAGES FROM BEYOND

Dear PROTEUS,

Issue 11 was magic, in the real sense of the word. I mean, it's about half the length of a *Fighting Fantasy* book but it lasted twice as long! One complaint, though – the riddles aren't very hard.

From reading the letters page, it seems that everyone's having difficulty solving these puzzles. How come? I'm not a genius or anything, and at 14 years old I can't really be that clever!

I agree with Carl Wick that a few loose adventure sheets should be put into the magazine. I don't really like using the sheet printed in the front, as I tend to make a mess of it. Normally I use scrap paper, but seeing as I keep my notes for future reference, it isn't really all that neat, is it?

Instead of a poster (or as well as a poster), could you print a map of the previous adventure? If others agree, please write in, in favour of my "map/poster" idea!

It doesn't feel right signing this letter in my own name, so I shall sign it in the name of the character I use in all PROTEUS adventures, who happens to look a little like Feyh (Page 16 of "Challenge of the Promethean Guild" – of which I am now a member).

P.S. You shall hear from me again!

P.P.S. Why doesn't everyone sign their letters in their character's name?

Cassandra Luan (Lou-Anne).

We'll try to make the puzzles harder, just for you!

Dear PROTEUS,

I have been collecting your magazine since Issue 7 on. Me and my friend think it's the best mag going. I never really noticed it before, my friend told me of it – he has been collecting since Issue 4.

The posters are ace, but how about an extra large one – four sides instead of two? Plus *more* fights – I love fighting when I don't get hurt. The puzzles, or riddles, are cool. In Issue 12 I liked Var, Tel, Kil, Lie, Trip, Save: if it hadn't been for Kil I would have died.

I hardly ever write a letter, but this is an exception. I just had to write, complimenting your magazine. If there is space, please print my picture of a Wyrm.

P.S. Tell Mark Dunn his pictures are total brilliance.

P.P.S. Please print my letter seeing it's my ninth one to write, ever.

Dermot Ryan,
Warrington,
Cheshire.

OK – you've wyrmed your way into print.

Dear PROTEUS,

Come on! Why bother publishing that drivel of a mag? You must have some pretty insane readers if all the letters you receive contain words such as "fabulous", "ace mag", "absolutely wonderful", etc. I have read only two of your "magazines" (and that was a torture not to be forgotten), and I feel that your magazine is just not worth the price and you know it. 80/85p for a poorly written adventure and a few ads, and of course your letters page. What do you think we are? You say that you give away a FREE poster, but oh no! If you did not give away a poster, your "mag" would only be worth about 30p at the most! Why bother?

I have been an avid player of gamebooks for five years now, and I know a good adventure from a bad one. Yours get about 35% maximum from me. I'm not at all sorry!

Now, you probably know that a serious magazine, "Warlock" is no longer published. Great! you say to yourselves. Now we can take all its old ideas, stick 'em in our "mag", increase the price by about two pounds and rip everyone off! Huh! You must be mad if you think you could fool me like that! As I said before, if all your "readers" think your "mag" is so brill, they must be very insane or have no idea of quality. In comparison to "Warlock", you lose by about a few million points and in comparison to "White Dwarf' – well; no comment! Your "mag" should be renamed "The Pits". I'm sure there are other people who agree with me on this one!

P.S. Of course, you won't print this letter, will you, as it will spoil your reputation?

Matthew Hill,
Brighton,
Sussex.

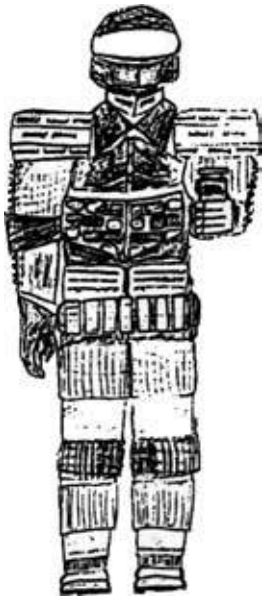
Thanks for your constructive criticism – some people will say anything to get their letters published!

In fact, we feel that "White Dwarf" is designed to appeal to a different market; and as for "Warlock" – it was so good, it disappeared!

Dear PROTEUS,

Yes, that's right, I *have* written before (sorry to hog your mag!), but I thought I had to say how much I enjoyed "Challenge of the Promethean Guild". You introduced Sci-Fi and pulled it off expertly!

Just the right mixture of science and fantasy ensured a very compelling adventure which came up



to – and above – the standards which I have come to expect from PROTEUS.

Mark Dunn's Black Queen was fantastic! Beautiful! And yes, the riddles and puzzles were great too!

On the whole, I was (in keeping with the science-fiction theme) over the moon!!

P.S. Here's a Sci-Fi pic. D'ya like it?

Carl "Not him again!" Wick,
Speke,
Liverpool.

Not much, but here it is anyway!

Dear PROTEUS,

Since many readers object to science-fiction adventure games being put into your mag, why don't you bring out a sister mag to take pure S.F. games? This would please the pure fantasy freaks since they get what they want and it would also pull in a whole new membership from the pure S.F. freaks who find it hard to find an S.F. adventure game magazine.

Keep up the good work you have done so far in PROTEUS. I have been getting the mag ever since Issue No. 1, and have loved every adventure. Some of the tests are a bit too tough, but that just adds to the fun, since that makes the sense of achievement that much greater when you finally reach the end. Keep on at this standard and you have a reader for as long as you run.

Finally, I have a suggestion for those looking for Issue No. 1. Look in the Yellow Pages under specialist shops. Many will have at least one place that deals in Science Fiction and Fantasy. These shops nearly always carry back issues going back quite a few years, for all the major comics and magazines. The minor magazines too, in the older or better-connected concerns. If you can't find a local shop get in touch with somewhere like London's "Forbidden Planet" bookstore or Birmingham's "Andromeda" bookshop. They both have excellent mail-order services, and they could get hold of what you want.

Try it. It should only cost you some stamps, and who knows what else you could find in their catalogues? Good luck.

Susan E. Harding,
Surbiton,
Surrey.

Thanks for your useful tips.

Dear PROTEUS,

Recently, a friend gave me a copy of your magazine. As, for years now, I have been very interested in this type of art, I have enclosed samples of my work.

Damien Goodfellow,
Galway,
Eire.

And pretty good they are, too. A couple are printed above.

Dear PROTEUS,

I am writing to tell you that your magazine is ace. It is really interesting, and the pictures are done well. I think "Lord of Chaos" has been the best story so far, because it's been the easiest and most exciting. The tests in "Challenge of the Promethean Guild" were very hard, but a great challenge for me. If possible could you print my picture, please.

James Mason,
Balham,
London.

Here's your pic. Glad you think we're so good; however, not everyone agrees. . .

Dear PROTEUS,

I recently bought Issue 11 of your mag to give it a trial run, and it's pretty good. However, I am interested to know what sort of age-range readers are, as I'm 17. PROTEUS is an unusual magazine and I expect it appeals to a wide range of Fantasy fans. I'd love to see more people writing in to tell of their (other) interests.

I am an avid AD&D player, and a reader of Tolkien, Anne McCaffrey and Steven Donaldson. In addition to PROTEUS, I read "Computer and Video Games", and "White Dwarf". I also enjoy live role-playing games of "Treasure-Trap" ilk.

I have only one complaint about Issue 11, and that is: mazes. Even split-level mazes. They are unnecessary and ruin enjoyment. The only constructive products of a maze are instant headaches, pencil stubs and a huge wad of paper covered in incomprehensible scribblings. Burble . . .

P.S. Apart from that the mag's brill, and I especially like the puzzles, which are far superior to softback book types.

Nigel Dodds,
Birkenhead,
Merseyside.

Fair point. Note the absence of mazes in this Issue, and in No. 12.

Dear PROTEUS,

How about a section on fanzines – you could give marks out of ten for them (I trust your judgement).

In my home town only one newsagent stocks PROTEUS! The one that does calls it a weirdo magazine! So how about sending a few Brimgeths round to politely change his mind? The stories are excellent, the advertising is little enough, and the artwork is superb. You can come back down to earth now!

I think it's a great idea to have different types of characters to choose from – it would make things much more interesting first, and (knowing my luck), second and third time around. I love your riddles! They're superb and brain-teasing.

I collect *Lone Wolf* and *Grail-quest* gamebooks: my favourite gamebook is Lone Wolf Two: "Fire on the Water". Merkin is fantastic, and Quazi-Do-Do is fantastic. I'd bribe you to print my letter if I could, but as we all know PROTEUS staff are completely honest and trustworthy (Yeah! Yeah!)

Keep up the great work.

M.Shearn,
Ilfracombe,
North Devon.

Our pet Hobgoblin ate some gold pieces sent in as a bribe once – but a few seconds later he seemed to have a tummy upset: he flew around our room like a punctured balloon, complaining about his vowels.

Dear PROTEUS,

I am an avid reader of the Fighting Fantasy series – I have all 24, and I also collect many others, e.g. *Lone Wolf*, *Duel Master*, and *Cretan Chronicles*.

I am very glad to see you have a new cartoon – "Quazi-Do-Do". I am a very new reader of your magazine, but I can already see big improvements. I agree with Dolan Cummings (Issue 10). I think a books review page would be fantastic, and I would not mind a bit if the price went up.

As for the Science-Fiction debate, I think I have the solution. Why not place in every second or third Issue a Sci-Fi adventure, or shorten the main story and add a mini-adventure (which would obviously be Sci-Fi)?

There seems to be a lot of argument over what is classed as FANTASY, so my brother, who has great knowledge in the field of role-playing, has enclosed an article about the true meaning of the word.

Nicholas Shepherd,
Highams Park,
Chingford.

Your brother's article seems to boil down to saying that it is the job of the writer (in any field) to create an alternative world which is as "real "as the one we actually live in. In this sense, any piece of fiction could equally well be called "fantasy". OK. However, many people still prefer to distinguish between "fiction" (could actually happen), and "fantasy" (couldn't happen and never did).

Dear PROTEUS,

I am a great f.r.p. fan, but due to a lack of allies I am very much a solo adventurer, and find PROTEUS the best value-for-money f.r.p. mag. on the shelves.

But I'd like to raise a couple of points: first, in No. 9, "Lord of Chaos". I cannot, even now, figure out how Mr Collar derived the number 86 for the gold plate. I do like riddles, but this one has me beat.

Second, a more general point. Others may share the problem I have with map-drawing. I seem to spend many frustrating moments rubbing out large intricate map sections, to re-draw them so that they coincide with the others.

I have played one or two scenarios in the past where a distance travelled was incorporated. This not only took away the frustration of map-building, but enabled full enjoyment of the game.

There may be some arguments against this that I cannot see, but I can see the benefits of trying this.

Ian Southwood (alias "Khan Widowmaker'),
Durrington,
Wilts.

The chief arguments against this are: (a) precise measurements have to be given for every single move, which can get pretty boring and detract from the atmosphere, and (b) the reader has to take great care to draw exactly to scale, so mistakes can still happen. However, what do others think?

Dear PROTEUS,

I am in favour of James Jordan's opinion (Issue 9), saying he was disgusted that Science Fiction should be put in your magazine. I say, stick with fantasy. I am also a Tolkien fan. When I started adventure-gaming, I saw PROTEUS and bought it – I would class it as a top-rate fantasy mag.

P.S. Stay Fantasy or I'll set my pet Goblin onto you.

Richard West,
Ansley,
Leicester.

We like Goblin sandwiches!

TOP GAMEBOOK

In Issue 11, Keith Hayes suggested in 'Messages from Beyond' that readers vote for their top gamebooks. However, although we get a large postbag every week, relatively few people mentioned their favourite role-playing gamebook. Of those who did, *Fighting Fantasy* in general was the most popular, with the *Lone Wolf* and *Way of the Tiger* series also well up.

One two-player book got a mention, and that was *Challenge* of *the Magi*, the first of the 'Duel Master' series.

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SO LORD FOPBURY, YOUR DRAGON'S A BIT UNDER THE WEATHER
SAY AHHH
BLARRRGH
I REALLY MUST INVEST IN AN ASBESTOS ROBE FOR THESE VETINARY JOBS
FLAN

PEN PALS

Help! I need a pen-pal!
Catherine Anderson (16),
[redacted]
Danesholme,
Corby,
Northants [redacted].

I'm Carl, I'm 16, and I'm looking for a lady warrior to write to, with good sensa yuma!
Carl Wick,
[redacted]
Speke,
Liverpool [redacted]

Are you female (15 to 18), freaked out on fantasy? Write to:
Rajesh Vyas,
[redacted]
Ilford,
Essex [redacted]

I am 11 years old and like adventure games. Pen-pals wanted age 9-13.
Desmond Oliver,
[redacted]
Bedford,
Beds [redacted].

Pen-pal wanted, age 16 to 18, male. To write to happy but lonely creature of Hell.
Hell,
[redacted]
New Kyo,
Stanley,
Co. Durham [redacted]

Two 14 year olds seek pen-pals. Please write to:
Martin Feasey,
[redacted]
Glasgow,
Govan [redacted]

I'm 13. I would like a girl pen-pal roughly the same age. I'm interested in FF.
Vikki Tabor,
[redacted]
Trimley St. Martin,
Nr Ipswich [redacted]

Anyone interested in puzzles, about my age – I am 14 in November.
Jonathan Mole,
[redacted]
Mitcham,
Surrey [redacted]

If you are 13 to 16, boy *or* girl, please write to me:
Neil R. Johnson,
[redacted]
Harold Hill,
Romford,
Essex [redacted]

I am currently writing a solo roleplaying game. Anyone interested in r.p.g.s. etc., write to:
Rowan Ford,
[redacted]
Stratford,
London [redacted]

I have devised an adventure game-writing system which has proved very successful.
Ian C. Pringle (age 14),
[redacted]
Dronfield Woodhouse,
Sheffield [redacted]

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SMAXX!
POOR CHILD! PERHAPS NOW YOU KNOW ME "HUUT!"
FLEX!
OH! OH!
YOU ARE SO POWERFUL JUST LOOK AT THOSE MUSCLES— "WOW!"
FLEX!
THEN:
LATER...
I'M SORRY SIR FOR ACCIDENTLY PUTTING YOU IN A NEAR COMA STATE FOR TWO HOURS ARE YOU WELL NOW?
HA, HA, HAA! DO YOU NOT KNOW WHO I AM??!
"NO? SHOULD I?
I READ PROTEUS
CHARLES ATLAS?!
RRRROAR!
RUMMBLE!
"ARRGH! GIVE ME THAT! I'll SHOW YOU SOME REAL FLYING!! :SULK:
SNATCH!
GRRRRRR! SULKK!
BEEEP! BEEEP!
SKID!
QUAZI·DO·DO AIRWAYS
KRUNK! SPLAT!
OH!
SO WHAT DA YA THINK KID? UUUK!
FIN
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